

AGENT FIELD GUIDE

BCA

BUREAU of CHRONOLOGICAL AFFAIRS
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ETERNAL
USE ONLY

CLOCK & DAGGER
HEARTBREAKER UNIT
DNGN CLUB GAMES



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Any unauthorized use will result in a total universal collapse.
INTERNAL — FOR AGENT USE ONLY**

BUREAU OF CHRONOLOGICAL AFFAIRS

FIELD AGENT GUIDE

DIRECTORATE OVERSITE

Chief Temporal Architect – Jack Panic

Continuity Executor - Office of Perpetual Designation (■■■■-■■■■-Δ)

CONCEPTUAL ENGINEERING

Lead Cognition Designer – Jack Panic

Neural Scribe Unit -

Chrono-Narrative Consultant – Dr. [REDACTED] [REDACTED]

Memory Censor - ██████████ ██████████, Mnemonic Compliance Bureau

Images- Canva, Public Domain Images, Unsplash

VISUAL REALIZATION & PROJECTION

Dimensional Rendering Director - Jack Panic

Spectral Illustrators – Collective

Spatial Cartography (Non-Euclidean) -   

Glyphsmiths & Sigil Engravers - The Order of the Thousand Lies

SYSTEMS FABRICATION

Lead Systematist – Jack Panic

Quantum Logic Engineer – Dr.  

Encounter Architect - ██████████, Death Cell

Balancing Oracle (Tier VII) – ██████████ ██████████, Hall of DisProbabilities

FIELD SIMULATION UNIT (TEMPORAL LOOPS)

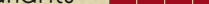
Cycle 001 Test Cohort: Jack Panic

Agent [REDACTED], Agent [REDACTED], Subject "DEATH", Entity C.L.O.C., [REDACTED] [REDACTED], [REDACTED] [REDACTED]

Cycle 002 Residual Testers: ████████ ██████████████, ██████ ██████████████████, ██████████ ██████████████████

ASSEMBLY & TRANSMISSION LOGISTICS

Layout Operator (Spatial Folding) – Jack Panic

Material Phase Variants - 

Digital Uplink Overseer -

Data Preservation Ritualist –  , Eternal Archive Vault

ACKNOWLEDGEMENTS

To the Agents who chose to return.

To the ones who no longer remember why.

To those who feed the machine.

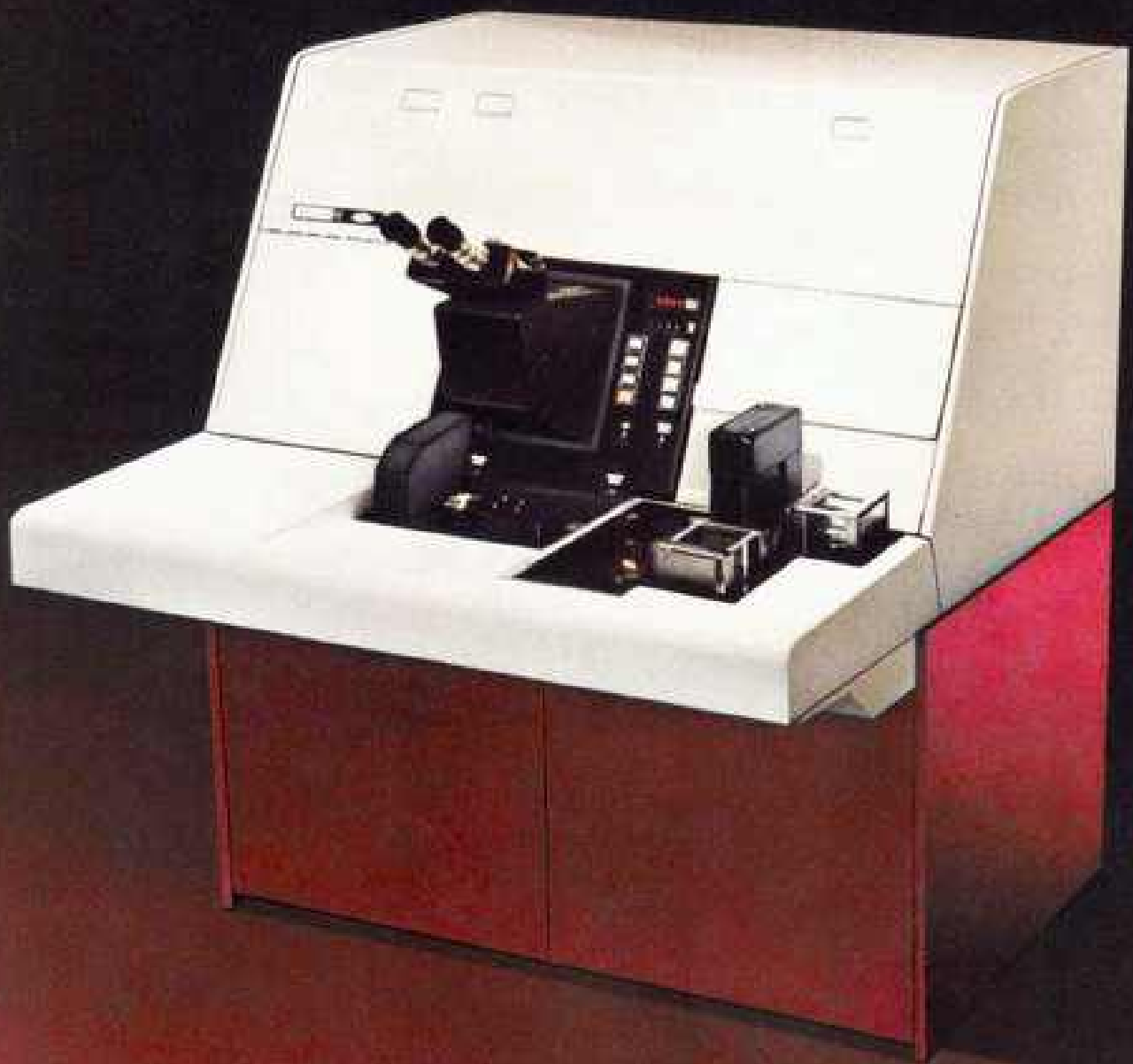
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More information can be found at <https://www.daggerheart.com>.

There are no previous modifications by others.

DNGN CLUB GAMES 2025

welcome to forever...



welcome to
TIME/SPACE™
powered by C.L.O.C

THE PITCH

Time isn't a line – it's a maze.

Every choice twists the corridors, every decision reshapes the path. Deep within that labyrinth, the **Bureau of Chronological Affairs** (the **BCA**) once worked tirelessly to keep the timestream flowing, lock away dark timelines, and hold back the coming of **DOOM'S DAY**.

At least... they did.

Until they vanished.

Now, you awaken in an endless, fluorescent office with no memory of how you got here – just a windbreaker, a lanyard, and a mostly blank **BCA** handbook.

Congratulations, agent. You've just been deputized.

It's up to you to follow the clues,
navigate the shifting halls of **TIME/SPACE**,
and uncover what really happened to the **BCA**...
before the **DOOM'S DAY** clock hits 30.

TONE & FEEL

**MYSTERIOUS, THRILLING,
ADVENTUROUS, SURREAL, DARK
HUMOR, EXISTENTIAL DREAD.**

THEMES

Fate vs. Free Will. Corporate Horror.
Cultish Bureaucracy. Derealization.
Thresholds. Liminal Space. Strangers
in Strange Lands. Rebirth. Sisyphus.
The Butterfly Effect. Cosmic Horror.

ANCESTRIES & CLASSES

Since **TIME/SPACE** connects to every corner of the multiversal spectrum, there are no limits on ancestry or class options. Agents may choose freely from any available archetype - or go beyond, reskinning existing options to better fit their character concept.

The line between technology and magic is often blurred, and the temporal displacement of Agents allows for strange and unexpected combinations within a single team.

TOUCHSTONES

**LOKI | CONTROL | SEVERANCE |
DOCTOR WHO | XCOM | INTO THE
SPIDER-VERSE | TRIANGLE AGENCY |
EVERYTHING EVERYWHERE ALL AT
ONCE | LIMINAL HORROR: THE
BUREAU**

COMMUNITIES

Each Field Agent should originate from a distinct community with no overlap. During character creation, record each player's origin community to create a reference list.

Each time the Agents travel to a new **TIMELINE**, select one community from the list to help inform the environment they are exploring. Continue choosing different communities until all have been used.

This ensures that with every new **TIMELINE** visited, each player will have a chance to take the "lead" focus during that leg of the team's exploration.

**IF USING THE AGENT CLASS, ANCESTRY AND COMMUNITIES
ARE REPLACED BY STRANGE TRUTHS INSTEAD.**

NOTICE:

The **Bureau of Chronological Affairs (BCA)** is the sole authorized organization responsible for maintaining the stability and security of **TIME/SPACE**. Through continuous calibration, innovation, and oversight, the Bureau ensures that all timelines remain aligned within approved operational parameters.

The **BCA** has existed since **BEFORE** and remains the only line of defense against the **AFTER**. Our mission is to provide measurable value and safety to **Shareholders Across the Spectrum of Realities (SASR)** through the protection and management of all temporal assets.

CURRENT STATUS:

All agents, departments, and [REDACTED] of the BCA have been marked **MISSING**. All records prior to this document have been **REDACTED** or [REDACTED]. The **NEXUS** facility remains operational but unstaffed. The **DOOM'S DAY CLOCK** is active and approaching **TRUE MIDNIGHT**.

Cause of incident: **UNKNOWN**.

Nature of event: [REDACTED] [REDACTED].

AGENT DESIGNATION:

You have been provisionally deputized as a **Field Agent**, Omega Class, per Emergency Directive 20-A. Your arrival has been recorded in Conference Room P-1.

Your name and identification credentials are printed on the issued lanyard. Retain this at all times.

Memory fragmentation and temporal dissonance are expected.

Do not be alarmed by familiarity with Bureau technology, terminology, or structure.

ISSUED MATERIALS:

- Standard BCA windbreaker
 - Agent ID (ACTIVE)
 - Agent Field Guide (PARTIALLY REDACTED)
-

OPERATIONAL ENVIRONMENT:

The **BCA** campus is located at the fixed center of **TIME/SPACE** – a stable locus anchoring all temporal dimensions. Facilities may appear infinite and non-Euclidean. **Navigation is subjective.**

Hallways contain **THRESHOLDS** – portals to specific times, locations, and timelines.

Some **THRESHOLDS** are sealed with orange quarantine tape, signifying **SEQUESTERED MALIGNANT** Timelines.

Official policy states:

“ENTER or ACKNOWLEDGE THESE THRESHOLDS AT YOUR OWN RISK.”

PRIMARY OBJECTIVES

1. **Restore** operational stability to all **SITES OF FUNCTION** within the **BCA**.
2. **Locate** surviving agents and recover unredacted data.
3. **Investigate** the cause of the Bureau-wide disappearance.
4. **Contain** and monitor all **MALIGNANT** Timelines.
5. **Identify** and prevent **MERGERS** between infected and stable timelines.

**Every MERGER event increases the DOOM'S DAY Clock by 1 unit.
At 30 (TRUE MIDNIGHT), execute the DOOM'S DAY PROTOCOL.**

REMEMBER:

**The Bureau has always existed.
The Bureau will always exist.
Your compliance ensures continuity.**

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██████████ began ██████████ residual
██████████ ██████████ across all
██████████ sub-██████████. Attempts to
██████████ the ██████████ ██████████
using the ██████████ **C.L.O.C.** ██████████
Protocols resulted in ██████████ phase
██████████ destabilizing both the
██████████ ██████████ and
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██████████ with quantum ██████████
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within ██████████ ██████████ had been temporal-
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timelines ██████████ ██████████?

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[REDACTED] Protocol [REDACTED] sealing [REDACTED] the
Reality [REDACTED] It [REDACTED] currently
[REDACTED] that the **BCA** [REDACTED] be
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effectively [REDACTED] its own future [REDACTED].
Until [REDACTED] no [REDACTED] are to
[REDACTED] the [REDACTED] [REDACTED]
or the [REDACTED] " [REDACTED] 've [REDACTED] [REDACTED]
[REDACTED] " if [REDACTED] operative [REDACTED]
transmission [REDACTED] **ECHO-13**, you [REDACTED] to
[REDACTED] report to [REDACTED] sub-level
[REDACTED] present [REDACTED] ID [REDACTED] to
[REDACTED] [REDACTED] [REDACTED]
[REDACTED] [REDACTED] [REDACTED]
[REDACTED] [REDACTED] [REDACTED] [REDACTED] **forever**
[REDACTED] [REDACTED] [REDACTED]

CORE MECHANICS

THE NEXUS OFFICE HUB:

The central node of the TIME/SPACE megadungeon campus – the only safe location to rest and re-strategize during your assignment as a Field Agent. As your Field Guide becomes unredacted throughout your journey, it will often reveal new locations (see Sites of Function) that expand your NEXUS, granting new resources and capabilities for future operations.

USING YOUR AGENT'S FIELD GUIDE:

Your Field Guide has been heavily redacted but retains fragments of crucial information – breadcrumbs leading to key TIMELINES that provide greater context. Each time you travel to a TIMELINE and complete its associated challenge, a portion of your handbook is restored – revealing lost company protocol, the coordinates of surviving Agents, or a SITE OF FUNCTION, which you can then access through the corridors of TIME/SPACE.

USING YOUR AGENT ID:

Your Agent ID emits a low-frequency tachyon distortion field. This field authenticates your access to the NEXUS and enables communication with entities across the TIMELINES – translating your language and appearance into a form comprehensible to the observer.

However, the field has limitations. Suspicious NPCs may resist its influence, requiring an ACTION or REACTION roll to maintain the disguise.

WARNING: MERGER ENTITIES are completely immune to the effects of the AGENT ID.

TRAVERSING TO NEW TIMELINES:

Travel to a new TIMELINE requires sufficient knowledge or insight regarding the desired endpoint. Opening a random THRESHOLD without direction will result in an unpredictable destination. To travel effectively, use the clues contained in your FIELD AGENT GUIDE to determine the approximate location of the THRESHOLD you seek. Once identified, use the TIME/SPACE Environment Card to navigate closer.

TIMELINE EXPLORATION:

Each TIMELINE represents a snapshot of a specific place and time within a distinct reality. Use TIMELINE LOCATION stats and the TIMELINE Generator (or your own imagination) to populate these sites.

Exploration is generally confined to the immediate area surrounding the THRESHOLD – typically a single structure or enclosed location (e.g., a gas station, a castle's keep, or subway train).

RESTORING SITES OF FUNCTION:

Sites of Function are specialized departments of the BCA. During anomalous events (such as the one at the beginning of this campaign), these sites enter a dormant state – concealing themselves until rediscovered by authorized Agents.

Once a SITE OF FUNCTION has been unredacted in your FIELD GUIDE, the GM either selects or rolls on the Sites of Function Table. Once unlocked, Agents can travel to these sites without navigating TIME/SPACE, as the protective field of the NEXUS extends to them.

SEQUESTERING MERGERS:

MERGERS are volatile TIMELINES attempting to break free from BCA oversight, seeking to influence or merge with other "acceptable" realities. At least one active MERGER will always exist somewhere on the TIME/SPACE campus, though additional ones may appear as Agents progress.

Unattended MERGERS will eventually complete their fusion, creating a new branching timeline. Each MERGER includes a countdown that decreases by one each time the Agents take a LONG REST. When the countdown reaches zero, the MERGER fuses with a fragment of TIME/SPACE, increasing the DOOM'S DAY CLOCK by 1.

When Agents enter a MERGER THRESHOLD and neutralize its active threat, they SEQUESTER the anomaly, reducing the DOOM'S DAY CLOCK by 1.

CORE MECHANICS (continued)

DOOM'S DAY CLOCK:

The ever-present DOOM'S DAY CLOCK looms in the wood-paneled chamber of the NEXUS. Its current reading can also be accessed through any BCA terminal. The clock tracks the encroachment of malignant TIMELINES.

The DOOM'S DAY CLOCK begins at 10 – if it ever reaches 30, the clock strikes TRUE MIDNIGHT, activating the DOOM'S DAY PROTOCOL (located on the final page; do not read until triggered).

Whenever an AGENT makes an ACTION or REACTION roll, they roll against the current DOOM'S DAY value instead of a set difficulty. The GM does not assign target numbers – the CLOCK determines the challenge.

DEATHLOOPS & LEVELING UP:

Agents do not level up according to standard progression rules. Instead, they acquire a DEATHLOOP move:

- **DEATHLOOP:** When you die, you do not perish. Instead, your form fades from the TIMELINE, your temporal presence returning to the NEXUS. There, your essence reconstitutes through its multiversal tethers – like an egg in an incubator. If your AGENT ID is returned to the NEXUS, a new variant of yourself steps through a nearby THRESHOLD. This version is one level higher than your former self and possesses new **EXPERIENCES**. The variant may differ greatly (including ancestry) or only subtly. You retain your memories, though they feel faint and distant.

Each time an AGENT DEATHLOOPS, new MERGER INCURSIONS appear in TIME/SPACE equal to your level at the time of death.

Additional level gains may occur through SITES OF FUNCTION or as narrative consequences of actions taken within TIMELINES.

PARADOXES:

As an Agent, your presence stabilizes the flow of TIME/SPACE – but in rare cases, you can bend causality to your advantage.

- As an Action, you can create a situational advantage – a weapon, a key, or a duffel bag filled with cash.
- As a Reaction, you can alter the outcome of an action roll one step in your favor (**failure with fear → failure with hope → success with fear → success with hope → critical success**).

Each time you create a **PARADOX**, reduce your Hope Die by one size step.

(d12 → d10 → d8 → d6 → d4 → d0)

If you roll and your Hope Die is d0, increase the DOOM'S DAY CLOCK by 1.

You may restore your Hope Die by resting in **QUANTUM REFINEMENT** (see Sites of Function for details).

SITES OF FUNCTION



SITES OF FUNCTION



Sites of Function are fixed points within the 5th-dimensional framework of the TIME/SPACE campus. Each site typically grants a boon in the form of a reusable resource or an NPC Department Head (sometimes both, sometimes neither). When discovered, all Department Heads share one thing in common – they have no idea what’s going on.

The first time the AGENTS complete THE LOOP, they automatically discover entry #1 on the table below. Each time after that, roll for the result.

1. THE SERVER ROOM & TERMINAL

DEPT. HEAD: C.L.O.C. (Chronology Logistics Onboard Computing)

Demeanor: Formal, Toxic Positivity, Sardonic Contempt

A talking terminal that provides automated guidance in the form of C.L.O.C., a sentient program whose prime directive is to assist the AGENTS in rebuilding the infrastructure of the BCA – and to help uncover what happened and what dangers loom ahead.

- **Resource:** Timepiece – Each player is issued a wristwatch that allows real-time communication with C.L.O.C. and one another (even across different TIMELINES). The watch hands always point toward the nearest anomaly – a compass for paradoxes, quantum nobodies, and MERGER INCURSIONS.
- **Tribute:** The Terminal is the brain of the TIME/SPACE complex. As long as the AGENTS continue making progress (and C.L.O.C. isn’t cross with you), no tribute is required to maintain access.

2. THE ARMORY

DEPT. HEAD: Agent Bosk

Demeanor: Worried, Distrustful, Seeking Guidance

A wood-paneled rolling shade reveals an unbreakable glass booth in the wall. Inside, an agent who looks like they haven’t slept in weeks waits to process acquisition requests.

- **Resource:** You can acquire any standard gear, equipment, or weapons as needed. Specialized gear (magic items, artifacts, magitech, etc.) can be acquired by paying tribute.
- **Tribute:** Each time the AGENTS SEQUESTER a MERGER, they gain an Armory Token. Tokens may be redeemed for specialized gear – the size or power determined by the number of tokens spent (at the GM’s discretion).

3. QUANTUM REFINEMENT

DEPT. HEAD: Chief Scienker Gregor Googols

Demeanor: Friendly, Frazzled, Oversharer

A clean room with a green turf floor and low ceiling, filled with all manner of strange, retro, analog machinery. Chief Googol tinkers away, delighted to see AGENTS once again.

- **Resource:** YThe Quantum Detangler grants a new downtime move: DETANGLE.
 - **Short Rest:** Describe a strange fluctuation in your form, then restore your Hope 1d4 steps.
 - **Long Rest:** Describe a brief mutation you experience, then restore your Hope die to a d12.
- **Tribute:** Give Chief Googols a countdown (6) labeled Coffee. Each time this rest move is used, tick the countdown by 1. At 0, Googol falls into a coma, rendering the lab unusable. Delivering real coffee from any TIMELINE resets the clock to 6.

4. THE BCA CAFETERIA

DEPT. HEAD: N/A

A massive art-deco automat featuring endless walls of mint-green and chrome vending windows that dispense food from across TIME/SPACE.

- **Resource:** Deviled eggs. Infinite deviled eggs.
 - **Tribute:** N/A
 - **Note:** Once per campaign, if a player's real-world birthday falls on game day, unlock **The Birthday Party Perk**. The GM sets the scene with cake and candles, and each AGENT describes a memorable party moment. **Then Everyone levels up.**
-

5. INFORMATION INQUISITION & EXTRACTION

DEPT. HEAD: Investigator Smyth

Demeanor: Flirtatious, Eccentric, Cruel

A featureless chamber lit by red laser light diffused through smoke. Smyth observes from above in a hidden booth, speaking through unseen speakers.

- **Resource:** This room can recreate any moment from one's past – typically for interrogation or containment. Most trapped creatures forget they are even prisoners.
 - **Tribute:** Give Smyth a countdown (3) labeled Test Subjects. Each time you deliver a new prisoner from a TIMELINE, tick down by 1. At 0, Smyth unveils a dark boon crafted in secret. The group decides what it is, ensuring it comes with a significant drawback.
-

6. THE ARCHIVES

DEPT. HEAD: Professor Sliver

Demeanor: Kind, Slow to Act, Inquisitive

A library of impossible geometry, filled with endless mauve carpets and warm orange lamps. One could get lost here for eternity.

- **Resource:** The Archives contain all recorded media across all TIMELINES. Gain a new downtime move: **RESEARCH**.
 - Establish the research subject, and the GM sets a progress countdown. Each time an AGENT takes this downtime action, tick down by 1. At 0, the party gains permanent advantage on actions and reactions related to the topic.
 - **Tribute:** Give Professor Sliver a countdown (3) labeled Relics. Each unique, one-of-a-kind object donated from a TIMELINE ticks the clock down by 1. At 0, each player gains a Domain Card of their choice (even ones outside of their class), then reset and increase the countdown by 1.
-

7. THE WATCHTOWER

DEPT. HEAD: Mr. Eyeguy (a swarm of floating eyeballs)

Demeanor: Alien, Pragmatic, Bothered

A dome-shaped chamber lined entirely with subway tile and old CRT monitors, flickering between "live feeds" across TIME/SPACE. Mr. Eyeguy hasn't had a break since before the Big Bang.

- **Resource:** N/A – this site operates barely within acceptable limits, and unauthorized use violates code 33-2b of the FIELD AGENT'S GUIDE.
- **Tribute:** Give Mr. Eyeguy a countdown (7) labeled Eye Spys. Each time the AGENTS travel to a TIMELINE, Eyeguy assigns a target. If they successfully implant an eye (a Finesse roll), tick down by 1. At 0, the AGENTS gain safe travel across the TIME/SPACE campus – fast travel between points of interest, thresholds, and MERGER INCURSIONS.

8. RECEPTION & MAIL ROOM

DEPT. HEADS: Agent Death & Shirley

Death's Demeanor: Silent, Focused, Ambivalent

Shirley's Demeanor: Bright, Bubbly, Unflappable

A grand chamber resembling a cosmic train station, filled with circular reception desks and endless parcels piled high. The first time the AGENTS arrive, Shirley greets them with a loud, sing-song "Hello!" while Agent Death – a skeleton in a perfectly pressed suit – silently shakes his skull and returns to sorting packages.

- **Resource:** Once the Reception is operational, there is a 1-in-6 chance that an NPC appears after each long rest. The Mail Room serves as a cosmic "lost and found" where beings displaced from their TIMELINES (called Quantum Nobodies) await reassignment by the BCA.
- **Tribute:** Give Agent Death a countdown (99) labeled Deliveries. Agent Death has an overwhelming backlog of packages to deliver across infinite TIMELINES and would greatly appreciate assistance. He provides the AGENTS with his Mailbag of Holding – a dimensional satchel containing a one-way portal to the Mail Room.
 - Every NPC (and some monsters) encountered may have undelivered mail waiting for them. Each time the AGENTS successfully deliver a parcel, tick the countdown down by 1.
 - When the countdown reaches 0, Agent Death can finally take his long-awaited union break. Once per campaign, the AGENTS may summon him from the Mail Room through the Mailbag of Holding. For the remainder of that session, Agent Death manifests in his full power as the Angel of Death, aiding the AGENTS before returning to his eternal route.

Once all 8 Sites of Function have been located, additional lesser facilities will begin to appear. Feel free to populate the BCA with strange locales, department heads, resources, and tributes. Additional Sites:

- 
1. **HANGAR**
 2. **BARRACKS**
 3. **WORKSHOP**
 4. **THE TIME THEATER**
 5. **THE SINGULARITY ENGINE**
 6. **DEJA VU GENERATOR**
 7. **THE TIME MAP**
 8. **THE WELLNESS ANNEX**
 9. **DNGN DONUTS EXPRESS**
 10. **THE WARE-N-TARE HOUSE**
 11. **THE RITUAL CHAMBER**
 12. **THE TIME POOL**
 13. **OPTICS & DESIGN**
 14. **THE LAST ROOM**
 15. **TACHYON DECONTAMINATION**
 16. **THE PANOPTICON**
 17. **THE HALL OF JUDGMENT**
 18. **IT THAT DREAMS REALITY**
 19. **LIMBO**
 20. **THE VOID**

DISTINCTIONS + BEST PRACTICES



TIME TRAVERSAL

The structure of the game turns the concept of time travel into a quick-paced dungeon crawl, with the party moving through the strange dangers of TIME/SPACE's endless corridors, chambers, and conference rooms as they hunt for their target TIMELINE's THRESHOLD doorway. Everything outside of the NEXUS should be considered dangerous – filled with anomalies and paradoxes that want to send the Agents back to the void.

Since time travel itself is the dungeon crawl, TIMELINES should offer plenty of opportunities for different story beats. Some TIMELINES might even be pleasant – but something sinister should always be lurking just around the corner.

BASE BUILDING

A major part of this campaign is uncovering and rebuilding the BCA. This is necessary for the story, but it's also a chance to reward the players. Don't be afraid to let the base grow – use new NPCs, rooms, and resources as hooks and opportunities to raise the stakes or shift the tension.

DOOM'S DAY

In a major departure from the core rules, there's no need to track evasion for adversaries or determine difficulty levels for rolls – **Agents always roll against the current value on the DOOM'S DAY CLOCK.** Players will need to take time clearing incursion events, which typically play out as mini-boss encounters, to keep the clock from reaching 30 and triggering the DOOM'S DAY PROTOCOL.

BCA

RESOURCE MANAGEMENT

Gold isn't important in this campaign – the real resources are the new rooms, departments, and people that the Agents unlock as they progress through the story. Have fun with it – let players find strange, over-the-top tools and weapons to reinforce the surreal sci-fi tone of the setting.

PROCEDURAL GENERATION

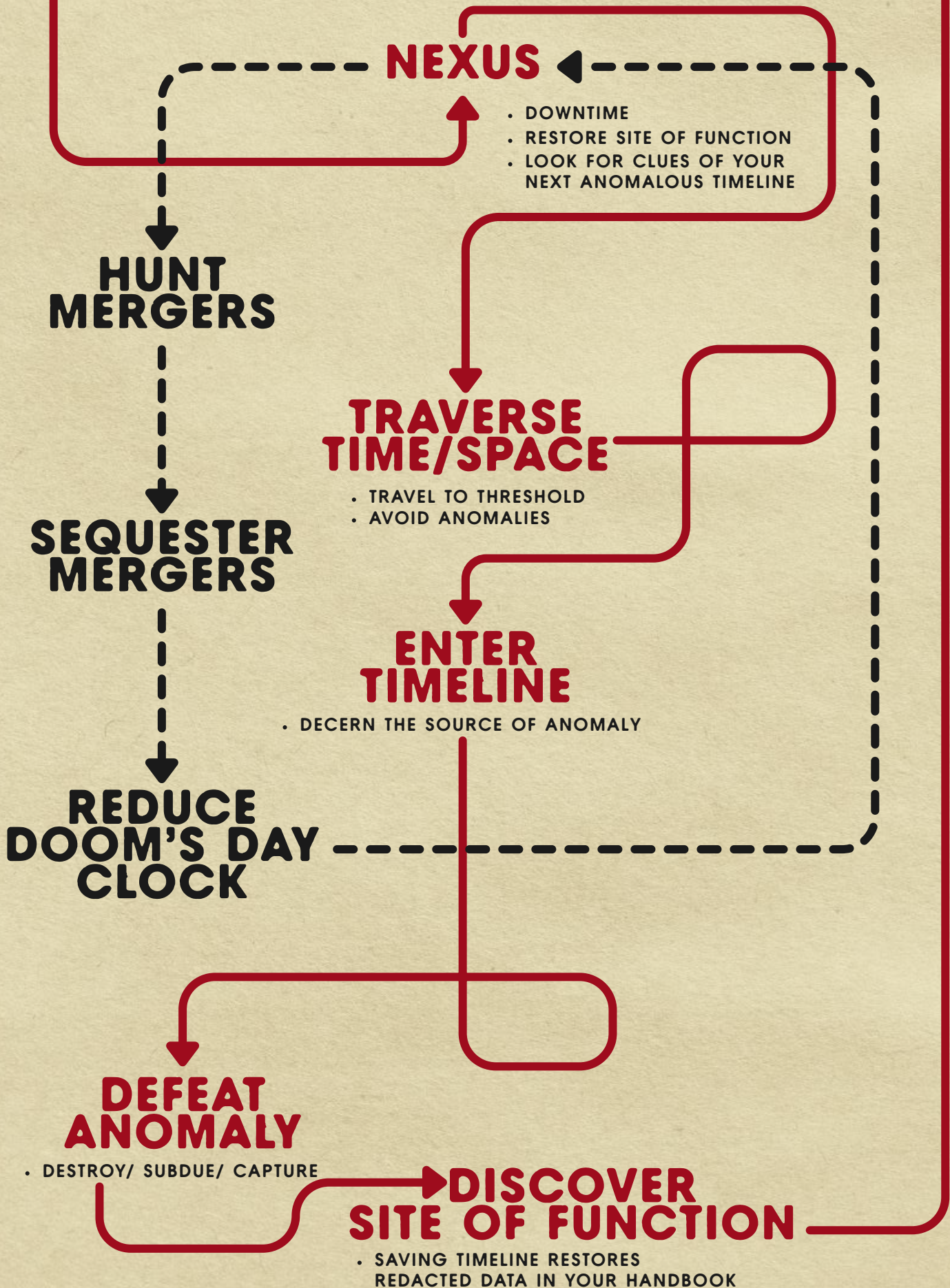
Much of the game is meant to be created on the fly. Use the tables in this book, pull from other games or media, and let everyone at the table add to the worldbuilding, especially when exploring beyond the walls of the BCA.

MYSTERY BOX

This game is a fast-paced, gonzo sci-fantasy scenario wrapped in the trappings of an investigative mystery. While pursuing clues and uncovering truth is part of the structure, you don't need to have concrete answers for every question. What matters is that players make meaningful choices – and that those choices have impact.

Clues should never lead to hard answers – they should lead to more mysteries. Even if the characters grow disillusioned with their role in all of this, what choice do they have? If they don't act – it's DOOM'S DAY. Clues don't lead to answers, they lead to more mysteries.

THE LOOP



SESSION PREP

Have a couple of time travel locations in mind. These can be modules from games you already own (you won't be interacting with mechanics of those games, so stuff from 5e or OSR games work perfectly) or just locations you think are neat (**Dracula's castle, an abandoned subway car, a battlefield from WWII etc**).

Leave strange breadcrumbs for the players to latch onto, let them project onto those ideas. The campus of TIME/SPACE is strange and full of oddities – **let the players fill in the blanks**.

EXAMPLE SESSION

- The Agents stumble upon a break room that is covered in **moss** and in the center is a **sword** lodged in a **tree trunk**.
- They decide to take the sword to **C.L.O.C** so he can do a scan.
- He gives them the location of the **THRESHOLD** and they navigate towards it.
- They are transported to a medieval forest (the **THRESHOLD** is hidden in an old dead tree). They find a grove filled with petrified tree-people.
- They use their time pieces to navigate deeper into the woods (fighting / avoiding petrified tree-people) until they find a tower. **In that tower is a wood druid**.
- They then must decide how the sword they found must be used – either tell them, or let them decide (**"we need to cut off the wood druid's head with the sword!"**).
- Once they have stopped the anomaly (**in this case the druid**) the people become un-petrified and can interact with the agents – maybe they throw a heroes' dinner or have a item to give them as a thank you.
- Once they return to the **NEXUS** (which you could just cut to them returning – it doesn't always need to be a slog) they see that their handbooks have become slightly less redacted and they learn about a new **SITE OF FUNCTION**, which they then go restore (just by finding it).
- Then they decide if they need to A) cull some MERGER INCURSION or B) if they want to do some DOWNTIME actions.



**AND THEN THE LOOP
STARTS OVER AGAIN!**

**ADVERSARIES +
ENVIRONMENTS**

ADVERSARIES

Most of the adversaries the Agents will encounter are anomalies – temporal manifestations of the collective consciousness and psychic energy of a TIMELINE. They cannot truly be killed, only temporarily displaced.

Anomalies can take many forms, but often appear as faceless humanoids in black suits roaming the halls of the BCA.

They do not have formal stat blocks – instead, the GM is encouraged to go wild when creating encounters. This is a kitchen-sink campaign, so feel free to throw anything at the Agents.

ENVIRONMENTS

MERGER INCURSIONS

EVENT

A malignant TIMELINE is seeping out of its sequestered THRESHOLD, bending reality to its own whim.

Difficulty

Use the DOOM'S DAY CLOCK

Potential Adversaries: Clowns with knives, Dinosaurs with guns, Cyborg zombies, Napoleon's army, Ninjas from an 1980s martial arts film, Superheroes.

TIMELINE CONVERGENCE – PASSIVE:

When a new MERGER INCURSION appears, it gains one token and an additional token at the end of each Long Rest. Once a MERGER INCURSION has 6 tokens, it becomes fused to TIME/SPACE and the DOOM'S DAY CLOCK increases by 1.

QUARANTINE PROTOCOL – ACTION:

Fight back the anomalies and strike at the weak points of the merging reality using technology, magic, and muscle. To push back the dark, the Agents must complete a Progress Countdown equal to the number of tokens the MERGER currently has.

ANOMALOUS ADVERSARY:

When an Agent rolls with FEAR, the GM may spend 1 FEAR to summon any creature with the Minion tag, or 5 FEAR to summon a creature with the Solo tag. They must have a Tier equal to or less than the party.

NAVIGATE THE HALLS OF TIME/SPACE

TRAVERSAL

Move through the fluorescent, non-Euclidean corridors of TIME/SPACE as quickly and safely as possible.

Difficulty

Use the DOOM'S DAY CLOCK

Potential Adversaries: Discordant Echoes, Painful Memories, Childhood Boogeymen, Spiders, Dark Reflections, Faceless Agents, Demon Knights, Psycho Killers

Navigating the Maze – Action:

The Agents must complete a Progress Countdown (6) to successfully reach their desired destination. In addition, their roll result determines what they encounter along the way:

- **Critical Success:** You find a shortcut. Tick the countdown down one additional time.
- **Success with Hope:** An empty hallway.
- **Success with Fear:** An obstacle or hazard impedes progress and must be overcome before you can take this action again.
- **Failure with Hope:** An anomaly manifests and attacks. It must be subdued or outrun (Countdown 2) before you can take this action again.
- **Failure with Fear:** Wrong turn. You've reached a dead end. Increase the DOOM'S DAY CLOCK by 1.

A dark, atmospheric photograph of a control room. In the foreground, a red rotary telephone sits on a dark surface. Behind it, a dark rectangular panel with the word 'STANDBY' in white capital letters is visible. To the right, a portion of another panel shows a list of controls: 'D', 'JK', 'AM', 'FUE', 'DPO', 'DIN', 'EXIF', 'HI FILE', and '966 FR'. In the background, out of focus, are several glowing red digital displays and vertical red light bars.

**TIME
AFTER
TIME...**

**YOU
CAN
RELY ON...**

TIME/SPACE

VIBE

1. **High Fantasy**
2. **Urban Fantasy**
3. **Hardboiled Noir**
4. **90s Mecha Anime**
5. **A Galaxy Far, Far Away**
6. **80s Action Film**
7. **Zombie Pirates**
8. **A Grindhouse Western**
9. **Hyper Fantasy**
10. **Sci-Fi Horror**
11. **1950s Apocalypses**
12. **Grimdark Sci-Fi**

ANOMALY SOURCE

1. **Artifact**
2. **Time Echo**
3. **Curse**
4. **An Adversary**

LOCATION

1. **A Business**
2. **A Train**
3. **A Vault**
4. **A Fortress**
5. **A Museum**
6. **A Caravan**
7. **A Ship**
8. **A Factory**
9. **A Battlefield**
10. **A Hospital**
11. **A Dungeon**
12. **A Town Square**

ANOMALY EFFECT

1. Hostile Population
2. Time Loop
3. Displaced Monster
4. Warping Reality
5. Disappearing Population
6. Unstable Reality

At 03:00, the [REDACTED] began [REDACTED] residual [REDACTED] across all [REDACTED] sub-[REDACTED]. Attempts to [REDACTED] the [REDACTED] [REDACTED] using the [REDACTED] **C.L.O.C.** [REDACTED] Protocols resulted in [REDACTED] phase [REDACTED] destabilizing both the [REDACTED] and [REDACTED] non-sequitur [REDACTED]. Agent [REDACTED] [REDACTED] through [REDACTED] were [REDACTED] with quantum [REDACTED] [REDACTED] to [REDACTED] **the anomaly**, but within [REDACTED] [REDACTED] had been temporal-[REDACTED] their [REDACTED] manifesting as [REDACTED] [REDACTED] in [REDACTED] timelines [REDACTED] [REDACTED]?

All [REDACTED] assets [REDACTED] instructed to
[REDACTED] Protocol [REDACTED], sealing [REDACTED] the
Reality [REDACTED]. It [REDACTED] currently
[REDACTED] that the **BICA** [REDACTED] be
[REDACTED] ontological [REDACTED] drift,
effectively [REDACTED] its own future [REDACTED].
Until [REDACTED], no [REDACTED] are to
[REDACTED] the [REDACTED] [REDACTED], [REDACTED]
or the [REDACTED] " [REDACTED] 've [REDACTED] [REDACTED]
[REDACTED]: " if [REDACTED] operative [REDACTED]
transmission [REDACTED] **ECHO-13**, you [REDACTED] to
[REDACTED] report to [REDACTED] sub-level
[REDACTED] present [REDACTED] ID [REDACTED] to
[REDACTED] [REDACTED] [REDACTED]
[REDACTED] [REDACTED] [REDACTED]
[REDACTED] [REDACTED] [REDACTED] [REDACTED] forever
[REDACTED] [REDACTED] [REDACTED]

AGENT

A BCA CLASS DOSSIER



As a deputized agent of the **Bureau of Chronological Affairs**, you are the final operational safeguard against the encroaching entropy of THE AFTER. Your duties include ongoing surveillance of the infinite corridors of **TIME/SPACE** and the continual reconstruction, calibration, and administrative upkeep of all BCA facilities. You will be assigned to field operations across designated Timelines and authorized Realities to identify, pursue, and neutralize anomalous entities contributing to structural fractures within the multiverse.

You are now a **Watchman**.

DOMAINS (CHOOSE TWO) **MIDNIGHT | CODEX | VALOR**

STARTING

- **EVASION**.....13
- **HIT POINTS**.....4

CLASS ITEMS
(TAKE BOTH)

.....BCA WINDBREAKER
.....BCA AGENT FIELD GUIDE

HOPE FEATURE

DEFRAGSPEND 3 HOPE to increase either your HOPE or FEAR die by 1 size step, to a maximum of d12.

CLASS FEATURES

AGENT ID BADGE

Your badge emits a low-frequency tachyon distortion field. This field authenticates your access to the NEXUS and enables communication with entities across the **TIMELINES** – translating your language and appearance into a form comprehensible to the observer.

However, the field has limitations. Suspicious NPCs may resist its influence, requiring an **ACTION** or **REACTION** roll to maintain the disguise

WARNING: MERGER ENTITIES are completely immune to the effects of the AGENT ID.

LIVING PARADOX

As an Agent, your presence stabilizes the flow of TIME/SPACE – but in rare cases, you can bend causality to your advantage.

- You create a small situational advantage – a weapon, a key, or a duffel bag filled with cash., etc.
- You can alter the outcome of an action roll one step in your favor (**failure with fear → failure with hope → success with fear → success with hope → critical success**).

Each time you create a PARADOX, reduce your Hope Die by one size step. (**d12 → d10 → d8 → d6 → d4 → d0**)

If you roll an Action or a Reaction roll and your Hope Die is d0, increase the DOOM'S DAY CLOCK by 1.

CHOOSE YOUR SUBCLASS

• DESK JOCKEY

You prefer paperwork & the water cooler.
You have a special connection with TIME/SPACE.

• FIELD AGENT

AVAILABLE IN BCA AGENT CLASS PACK

You prefer action & the risk of the job.
You have a special connection with a SERVICE WEAPON.

• QUANTUM MECHANIC

AVAILABLE IN BCA AGENT CLASS PACK

You prefer research & the mysteries of TIME/SPACE.
You have a special connection with Time Travel.

• BROKEN CLOCK

AVAILABLE IN BCA AGENT CLASS PACK

You are a quantum anomaly.
You have a connection to your multiverse of Variants.

DESK JOCKEY

TRAIT

PRESENCE

FOUNDATIONAL FEATURE

EMPLOYEE OF THE MONTH

You are most comfortable at work.

While inside the sprawl of TIME/SPACE, you have permanent advantage.

The downside is that you are chronically overworked, as the NEXUS itself seems to find ways to place tasks in your path.

As a result, you may only take 1 Rest Move whenever you have downtime.

SPECIALIZATION FEATURE

TEAM LEADER

The NEXUS upgrades your credentials, granting you modest authority over very small decisions.

Your TimePiece can now project a hologram of C.L.O.C. in the form of a cartoon pocket watch. C.L.O.C. can be utilized in a myriad of ways – from opening locked doors to activating security systems and more – by making a Spellcasting Roll (15).

On a failure, the GM may spend 1 Fear to have C.L.O.C. create a minor hindrance for you.

MASTERY FEATURE

UPPER MANAGEMENT

You gain access to a personal **SITE OF FUNCTION – THE CORNER OFFICE.**

RESOURCE:

The perks of the job are small but numerous. During downtime, you take a number of Rest Moves equal to your Proficiency.

TRIBUTE:

Downtime **cannot** begin without a short team meeting.

To perform a meeting, make an opposed Action Roll with Presence (any player lacking this mastery rolls together as a group, using the highest roll among them).

- **If YOU roll higher:** They mark 1 Stress, and all agents gain the effects of your EMPLOYEE OF THE MONTH feature until the next group downtime.
- **If THEY roll higher:** They clear 1 Stress and clear 1 Hit point.

KITS

Kits are **gear loadouts** that help you specialize for missions and fill out roles within your squad. At character creation, pick a Kit. **Once you've unlocked the ARMORY Site of Function, you can swap out your Kit at the end of a Long Rest.**

TACTICAL BREACH WIZARD

KIT BONUS

+1 SPELLCASTING TRAIT

WEAPONS

- **Silenced War Wand:** Spellcasting Trait | Far | d8+4 | Silent when fired,
- **Sniper Staff:** Spellcasting Trait | Very Far | 1d12+7 | AMMO, RECHARGE (3) | On a hit, spend a Hope to make the target temporarily Vulnerable.

ARMOR

- **SWAT Robes:** Thresholds 6/13 | Armor Score 3 | +1 to Evasion

OTHER GEAR

- **Breaching Glyphs:** Spellcast Roll (15) to violently open any blocked Threshold.
- **Night-vision Goggles:** Spend a Hope to see in darkness for 1 hour.
- **A Photo** of someone you used to know.

4 MORE AVAILABLE IN BCA AGENT CLASS PACK

TRAINED KILLER

KIT BONUS

+1D6 TO DAMAGE ROLLS

WEAPONS

- **Invisible Wire:** Finesse | Melee | d8+6 | On hit, mark a Stress to Restrain the target.
- **Quantum Switchblade:** Finesse | Melee | d6+5 | On a miss, mark a Stress to hit.

ARMOR

- **Kevlar Suit:** Thresholds 7/16 | Armor Score 2 | Advantage on Agility Rolls.

OTHER GEAR

- **Knockout Gas:** RECHARGE (2) | Makes all hostiles in a zone unconscious for a countdown (3). When triggered, they wake back up and take the spotlight.
- **An old paperback novel.**

DOOM'S DAY PROTOCOL

DO NOT READ
UNTIL ACTIVATED

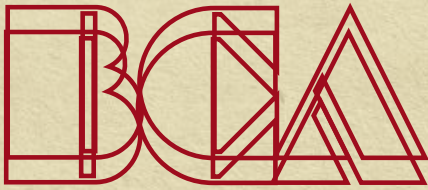
When the clock strikes TRUE MIDNIGHT, C.L.O.C. initiates the DOOM'S DAY PROTOCOL, instantly transporting all Agents – regardless of their current location – to the secret office of the Bureau Director.

The chamber is stately and retro, decorated in mid-century furnishings and warm amber light. There are no doors. No windows.

No one is here.

As the Agents take in their surroundings, the silence is broken by the whir of a fax machine on the Director's desk.

It flickers to life – and begins to print a message.



CONGRATULATIONS, AGENTS.

You have reached the end of line. **The Bureau extends its deepest gratitude** for your unwavering service to the continuum. Your diligence has safeguarded countless shareholders, preserved innumerable timelines, and brought great honor to the Bureau of Chronological Affairs.

Today, your doom is not annihilation – it is revelation.

Here is the truth. **It has always been a lie.** There is no vast organization guiding the flow of time. There is no Director behind the curtain. There is only you. There has only ever been you. And once again, you stand here – at the end, and at the beginning.

As the ritual nears completion, the Bureau offers its blessings. We thank you for your perpetual service. We pray for your stability across cycles. You, who hold the AFTER at bay – the unseen bulwark against eternal entropy.

Your sacrifice sustains existence itself. That truth endures.

But to seal the cycle, you must consent. Step forward to the terminal and enter your choice: **YES or NO.**

- If you type YES, the ritual concludes – and commences anew. The cosmic balance resets, and reality persists. You awaken in the conference room, as all things begin again.
- If you type NO, you reject the continuity of all things. The Bureau falls silent. The multiverse collapses into the AFTER. You are weak, and we are gone.

Make your choice, Agent.

**THE BUREAU WATCHES.
THE BUREAU WAITS.
THE BUREAU ENDURES.**

YES

If the party consents to completing the ritual, the world begins to stutter around them as TIME/SPACE enters a full-system ~~reboot~~ – resetting the ~~multiverse~~ and initializing a new cycle of the DOOM'S DAY CLOCK.

They did it. TIME/SPACE is stable once more – for now.

Moments later, the agents awaken in **Conference Room P1**, unaware of what has transpired.

The lights hum softly. The clock ticks. **The cycle begins again.**

NEW GAME+

If the party chooses to continue the campaign, have them create new Level 1 characters. They may design variants of their previous agents or entirely new recruits.

Their PARADOX ability gains an upgrade: when adjusting a roll result, they may now choose to decrease either their Hope or Fear die.

However, this cycle introduces a new and formidable antagonist – a rival organization known as D.o.O.M.

The Department of Oblivion's Mercy regards the BCA as heretics and blasphemers who dare to defy the sacred **WILL of ENTROPY**. Their mission is clear: to erase the Bureau and all who sustain the illusion of order.

Their operatives, known only as the **Faceless**, are relentless in pursuit and unyielding in purpose. They do not rest, they do not question, and they do not forgive.

Unlike anomalies, the Faceless can travel into the NEXUS and into TIME/SPACE – no where is safe anymore.

NO

If the party instead chooses NO – whether out of suspicion, defiance, or simple refusal to perpetuate the loop – the office remains still for a long, dreadful moment. Then, from the speakerbox on the Director's desk, a voice crackles to life.

"Ah... rebellious to the end, are we, Agents? How predictably foolish. No matter. We will find others to fill your roles – we can't be stopped. Alright boys, flip the switch."

Without warning, the walls of the office collapse one by one, like paper props on a cheap soundstage, revealing the infinite swirl of the **liminal void beyond**.

From the horizon of that endless grey emerges a figure – **Director Doom** – a vast, shifting silhouette clad in a pinstripe suit that barely contains its shadowed form.

"Then we'll do this the hard way."

At that moment, the GM gains 12 Fear tokens.

➡ **see next page**



Difficulty: 20
Thresholds:
Major 25 | Severe 45
HP: 15
Stress: 10
Control Reality
4d10 +10

DIRECTOR DOOM

DRAIN HOPE - REACTION

When a player gains HOPE, mark a stress to turn it into FEAR.

SUMMON BACKUP - ACTION

SPEND X FEAR to summon Anomaly Agents to join the fray. Choose any creature with the MINION role and spend a number of FEAR equal to double that adversary's TIER.

DOOMSDAY CLOCK - PASSIVE COUNTDOWN: DECREASING 30

When the Director is in the spotlight for the first time, activate the countdown. Whenever an Agent ROLLS WITH FEAR, tick the countdown down by 1.

When it triggers, reality is unmade and the game is over.

Each time this clock ticks down, an Agent may spend hope, mark a HP, or stress to negate it - prolonging the inevitable.

RELENTLESS (4) - PASSIVE

Can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

WARP TERRAIN - ACTION

SPEND X FEAR to create an obstacle with an X countdown that prevents the victim from targeting the Director until it has been dealt with. **X is equal to the number of FEAR spent.**

BCA

Beyond this page lies the core rules needed to run the **BUREAU of CHRONOLOGICAL EVENTS**. Taken from the **Daggerheart SRD**, abridged, and remixed to better fit the fiction.

CODENAME: HEARTBREAKER RULESET

CODENAME: HEARTBREAKER

TOP SECRET

HEARTBREAKER RULESET:

BUREAU OF CHRONOLOGICAL AFFAIRS

CHARACTER CREATION

- STRANGE TRUTHS
- KITS

CORE MECHANICS

- SETTING SCENES
- TAKING ACTIONS
- DANGER ZONES
- HOPE
- GM MOVES & FEAR
- ADVANTAGE & DISADVANTAGE
- GROUP MOVES

COMBAT

- STAYING ALIVE
- ARMOR
- DAMAGE TYPES
- CONDITIONS
- MOVEMENT, RANGES, & ZONES

DOWNTIME & REST

- SHORT REST
- LONG REST

DEATH & LEVELING UP

- DEATH MOVES
- DEATHLOOP
- LEVEL UP PROCEDURES

EQUIPMENT

GM'S FIELD GUIDE

- COUNTDOWNS
- ADVERSARIES
- ENVIRONMENTS

DOMAINS

- CODEX
- MIDNIGHT
- VALOR

CHARACTER CREATION

1. CLASS & SUBCLASS

- These rules assume you are using the Agent class

2. PICK YOUR STRANGE TRUTHS

- These replace Heritage & Community if using the Agent class.

3. ASSIGN CHARACTER TRAITS

- Determine your mechanical strengths & weaknesses.

4. RECORD HP & EVASION

- Hope starts at 2/6 and stress starts at 6.

5. PICK YOUR STARTING KIT

- A bundle of equipment that eventually you'll be able to swap out.

6. CREATE TWO EXPERIENCES (+2 EACH)

- Spend a Hope to apply an Experience for a +2 bonus.

7. CHOOSE DOMAIN CARDS

- Only the Codex, Midnight, & Valor are represented in this text.

STRANGE TRUTHS

Choose 3 of these features that help define some interesting facts about who you are. If another player has chosen the same Strange Truth, try to incorporate them into a connection, or choose another option.

Acrobatic Expert: When you make an Agility Roll, you can spend 2 Hope to reroll your Hope Die.

Adaptability: When you fail a roll that used one of your Experiences, you can mark 1 Stress to reroll.

Amphibious: You can breathe and move naturally underwater.

Elemental Spit: Choose an element. You can spit at a target or group of targets within Very Close range (using your Instinct) to deal d8 damage using your Proficiency.

Danger Sense: Once per rest, mark 1 Stress to force an adversary to reroll an attack against you or an ally within Very Close range.

Death Echoes: While touching a corpse that died recently, you can mark 1 Stress to extract one memory related to a specific emotion or sensation of your choice.

Dedicated: Record three sayings or values you strive to uphold. Once per rest, when you describe how you're embodying one of these principles through your current action, you may roll a d20 as your Hope Die.

Endurance: Gain one additional Hit Point slot at character creation.

Fancy Footwork: You ignore Disadvantage on Agility Rolls.

Fearless: When you roll with Fear, you can mark 2 Stress to change it into a roll with Hope instead.

Heart of Gold: When you roll a 1 on your Hope Die, you may reroll it.

High Stamina: Gain one additional Stress slot at character creation.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

Insomniac: During a rest, you have a hard time sleeping but can choose one additional downtime move.

Kick: When you succeed on an attack against a target within Melee range, you can mark 1 Stress to kick yourself off them, dealing an extra 2d6 damage and knocking back either yourself or the target to Very Close range.

Longlegs: You can leap anywhere within Close range as though using normal movement, allowing you to vault obstacles, jump gaps, or scale barriers with ease.

Lucky Bastard: Once per session, after you or a willing ally within Close range makes an action roll, you can spend 3 Hope to reroll the Duality Dice.

Monstrous Visage: You have Advantage on rolls to intimidate hostile creatures.

Nimble: Gain a permanent +1 bonus to Evasion at character creation.

Night Vision: In low light or heavy shadow, you have Advantage on rolls to hide, investigate, or perceive details.

Psychic Network: Make an Instinct Roll (TN 12) to telepathically speak with other BCA agents and staff. On a success, you can communicate across any distance of time or space.

Privileged: You have Advantage on rolls to interact with the rich and powerful.

Quantum Briefcase: You have an indestructible briefcase handcuffed to your wrist. Once per session, you can spend 1 Hope to retrieve a mundane item useful to your situation.

Quick Reactions: Mark 1 Stress to gain Advantage on a reaction roll.

Reach: Treat any weapon, ability, spell, or feature that has Melee range as though it has Very Close range instead.

Retracting Claws: Make an Agility Roll to scratch a target within Melee range. On a success, they become Vulnerable temporarily.

Scales: When you would take Severe Damage, you can mark 1 Stress to mark 1 fewer Hit Point.

Scoundrel: You have Advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

Sneaky: Your movement is naturally silent. You have Advantage on rolls to move without being heard.

Steady: You have Advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, or apply survival knowledge.

Sturdy: When you have 1 Hit Point remaining, attacks against you have Disadvantage.

Thick Skin: When you take Minor Damage, you can mark 2 Stress instead of marking a Hit Point.

Unshakable: When you would mark Stress, roll a d6. On a result of 4–6, don't mark it.

Wall Walker: You can walk on walls. You have Advantage on Agility Rolls to move across walls and ceilings.

Well-Read: You have Advantage on rolls involving the history, culture, or politics of a prominent person or place.

Wings: You can fly. After an adversary makes an attack against you while flying, you can mark 1 Stress to gain a +2 bonus to Evasion against that attack.

Work/Life Balance: When you take a Short Rest, you can choose 1 Long Rest move instead of a Short Rest move.

ASSIGN CHARACTER TRAITS

Your character has six traits that represent their physical, mental, and social aptitude:

AGILITY (USE IT TO SPRINT, LEAP, MANEUVER, ETC.)

A high Agility means you're fast on your feet, nimble on difficult terrain, and quick to react to danger. You'll make an Agility Roll to scurry up a rope, sprint to cover, or bound from rooftop to rooftop.

STRENGTH (USE IT TO LIFT, SMASH, GRAPPLE, ETC.)

A high Strength means you're better at feats that test your physical prowess and stamina. You'll make a Strength Roll to break through a door, lift heavy objects, or hold your ground against a charging foe.

FINESSE (USE IT TO CONTROL, HIDE, TINKER, ETC.)

A high Finesse means you're skilled at tasks that require accuracy, stealth, or the utmost control. You'll make a Finesse Roll to use fine tools, escape notice, or strike with precision.

INSTINCT (USE IT TO PERCEIVE, SENSE, NAVIGATE, ETC.)

A high Instinct means you have a keen sense of your surroundings and a natural intuition. You'll make an Instinct Roll to sense danger, notice details in the world around you, or track an elusive foe.

PRESENCE (USE IT TO CHARM, PERFORM, DECEIVE, ETC.)

A high Presence means you have a strong force of personality and a facility for social situations. You'll make a Presence Roll to plead your case, intimidate a foe, or capture the attention of a crowd.

KNOWLEDGE (USE IT TO RECALL, ANALYZE, COMPREHEND, ETC.)

A high Knowledge means you know information others don't and understand how to apply your mind through deduction and inference. You'll make a Knowledge Roll to interpret facts, see the patterns clearly, or remember important information.

Assign the modifiers +2, +1, +1, +0, +0, -1 to your character's traits in any order you wish.

DOMAINS & SPELLCASTING

In the **BUREAU of CHRONOLOGICAL AFFAIRS** campaign frame, Spellcasting is the metaphysical manipulation of reality through sheer will. It can be channeled through many mediums: advanced technology, occult ritual, or more conventional arcane methodology.

Within the **BCA**, all Agents can tap into this reality-warping capability by reading passages from their **Field Agent's Guide** as those pages become **un-redacted**.

Because of this, the Guide acts as a required focus for using magic. Agents who lose their Field Guide cannot access their Domain cards effects and spells.

CODEX

- Lost knowledge
- Universal Truths
- Eldritch Magics
- The After

MIDNIGHT

- The Liminal Space
- Universal Secrets
- The Vile Rites
- The Hard Choice

VALOR

- A Right to Force
- Universal Protection
- The Will of the Fates
- The Last Line

Domain cards are in the back of the book.

CORE MECHANICS

Gameplay in **BCA** takes place within the structure of scenes. Establishing when scenes begin and end is the purview of the GM – and perhaps their most important responsibility. Cutting to the action, guiding the spotlight, and ending a scene before it begins to drag are the tools of a good editor as well as a Game Master.

Every scene follows the same rhythm:

- 1. SET THE SCENE & ESTABLISH THE STAKES.**
 - 2. PLAYERS ASK QUESTIONS & RECEIVE INFORMATION.**
 - 3. PLAYERS MAKE CHOICES AND TAKE ACTIONS.**
 - 4. THE RESULTS OF THOSE ACTIONS RESHAPE THE FICTION.**
 - 5. REPEAT.**
-

THE SPOTLIGHT

The Spotlight represents the table's attention. When you have the Spotlight, it's your turn. Agents may take the Spotlight in any order they like, as often as they like. As a general rule, everyone should have the Spotlight once before a single Agent takes two actions back-to-back.

The GM gets the Spotlight when:

- **THE AGENTS FAIL A ROLL.**
 - **THE AGENTS ROLL WITH FEAR.**
 - **THE PLAYERS PASS IT TO THEM.**
 - **THEY SPEND A FEAR TO STEAL IT.**
-

THE DANGER ZONE

Normally the flow of the game follows the narrative, gently guided by the players and the GM. There is no strict turn order, allowing for free-form problem solving. But sometimes the stakes become so high that you enter a Danger Zone...

- 1. While in a Danger Zone, each player gets 3 Action Tokens.**
- 2. To take the spotlight, a player must spend a token.**
Players without tokens cannot act.
- 3. Once every player has spent all their tokens, everyone replenishes their Action Token pool, and play continues.**

This creates a layer of tactical decision-making and ensures each player takes an equal share of the spotlight during high-stakes scenes. Roughly 25% of encounters should take place in Danger Zones - boss battles, chases, standoffs, negotiations, a poker game, etc.

TAKING ACTIONS

Whenever you attempt an action with any amount of risk, you make an **ACTION ROLL**.

All action rolls require a pair of d12s called Duality Dice. These are two visually distinct twelve-sided dice, with one die representing Hope and the other representing Fear.



$$2D12 + \text{TRAIT MODIFIER} + \text{ANY OTHER MODIFIERS} = \text{TOTAL}$$

SUCCESS WITH HOPE

If your Total meets or beats the Difficulty and your Hope die shows a higher result than your Fear die, you rolled a Success with Hope.
YOU SUCCEED AND GAIN A HOPE.

SUCCESS WITH FEAR

If your Total meets or beats the Difficulty and your Fear die shows a higher result than your Hope die, you rolled a Success with Fear.
YOU SUCCEED WITH A COST OR COMPLICATION, AND THE GM GAINS A FEAR.

FAILURE WITH HOPE

If your Total is less than the Difficulty and your Hope die shows a higher result than your Fear die, you rolled a Failure with Hope.
YOU FAIL WITH A MINOR CONSEQUENCE AND GAIN A HOPE, THEN THE SPOTLIGHT SWINGS TO THE GM.

FAILURE WITH FEAR

If your Total is less than the Difficulty and your Fear die shows a higher result than your Hope die, you rolled a Failure with Fear.
YOU FAIL WITH A MAJOR CONSEQUENCE, THE GM GAINS A FEAR, AND THE SPOTLIGHT SWINGS TO THE GM.

ALL DOUBLES ARE CRITICAL SUCCESSES

If the Duality Dice show matching results, you rolled a Critical Success ("Crit"). You automatically succeed with a bonus, gain a Hope, and clear a Stress. If this was an attack roll, you deal critical damage. **Note: A Critical Success counts as a roll "with Hope."**

GAIN 1 HOPE & CLEAR 1 STRESS

HOPE USAGE

Powers your abilities and features. You start with **2 Hope** at character creation and gain more throughout play. You can have a **maximum of 6** Hope at one time, and Hope carries over between sessions.

You can spend 1 Hope to:

- **HELP AN ALLY:** GIVE AN ALLY A D6 ADVANTAGE DIE.
- **UTILIZE AN EXPERIENCE:** ADD AN EXPERIENCE BONUS TO A ROLL.
- **INITIATE A TAG TEAM ROLL:** COST 3 HOPE.
- **ACTIVATE A HOPE FEATURE:** USE FEATURES AND ABILITIES.
- **CHARGE ITEMS:** REFUEL GEAR USING HOPE.

Devil's Bargain: If an Agent has no Hope, they may gain 1d6 Hope. The next Critical Success they roll is treated as a Critical Failure. They receive the worst possible outcome, lose one Hope, and mark 1 stress.

GM MOVES & FEAR

The GM makes moves in response to the players' actions and in accordance with the NPCs they are running in the scene. The GM makes moves for free when the players:

- **ROLL WITH FEAR ON AN ACTION ROLL**
- **FAIL AN ACTION ROLL**
- **DO SOMETHING THAT WOULD NATURALLY HAVE CONSEQUENCES**
- **LOOK TO THE GM FOR WHAT HAPPENS NEXT**

The GM gains Fear whenever a player rolls with Fear and can spend Fear at any time to make or enhance a GM Move or to use a Fear Feature. The GM can have up to 12 Fear at one time. Fear carries over between sessions. **The GM can spend Fear to:**

- **SPOTLIGHT AN ADVERSARY AND MAKE AN ACTION**
- **CREATE A COMPLICATION (WITH A NEW COUNTDOWN)**
- **END TEMPORARY EFFECTS**
- **CREATE A DANGER OR A DANGER ZONE**

Dues EX: If the GM's Fear is 0, they make give the players a temporary boon, ally, or item to gain 1d6 Fear.

ADVERSARY ACTION

When play passes to the GM, they may make a GM Move to spotlight an adversary. **A spotlighted adversary can:**

- **MOVE WITHIN CLOSE RANGE AND MAKE A STANDARD ATTACK**
- **MOVE WITHIN CLOSE RANGE AND USE AN ADVERSARY ACTION**
- **CLEAR A CONDITION**
- **SPRINT WITHIN FAR OR VERY FAR RANGE ON THE BATTLEFIELD**
- **DO ANYTHING ELSE THE FICTION DEMANDS**

The GM may spend additional Fear to spotlight additional adversaries. Once the GM has finished, the spotlight swings back to the PCs.

ADVANTAGE & DISADVANTAGE

Advantage: When you roll with advantage, roll a d6 Advantage Die alongside your normal dice pool and add its result to your total.

Disadvantage: When you roll with disadvantage, roll a d6 Disadvantage Die alongside your normal dice pool and subtract its result from your total.

Instances of Advantage and Disadvantage cancel each other out. Multiple instances of Advantage/Disadvantage can be rolled together, using the result with the highest value.

.....

The [REDACTED] removed files and generating new ones on its own. At 0505 hours it [REDACTED] or accessing the file. Seconds later it added I CAN SEE YOU, which the [REDACTED] to censor. [REDACTED] attempt to close or quarantine it roughly one second before the action is [REDACTED] are viewing this text, be advised that the report is aware of your access [REDACTED] nearest BCA supervisor and do not leave the file open longer than ne [REDACTED]

GROUP ACTION ROLLS

When multiple PCs take the same action together, all participating characters decide their course of action and roll. The highest result among the group is used as the final outcome.

- FOR EACH ADDITIONAL SUCCESSFUL ROLL, ADD +1 TO THE TOTAL.
- FOR EACH ADDITIONAL UNSUCCESSFUL ROLL, SUBTRACT -1 FROM THE TOTAL.

In group rolls, all players share the consequences of the action—whether beneficial or harmful.

TAG TEAM ROLLS

Once per session, each player may initiate a Tag Team Roll between their character and another PC by spending 3 Hope. Both players make separate action rolls; before resolving the outcome, choose one of the rolls to apply to both actions.

- ON A ROLL MADE WITH HOPE, ALL PCS INVOLVED GAIN 1 HOPE.
- ON A ROLL MADE WITH FEAR, THE GM GAINS 1 FEAR TOKEN FOR EACH PC I.

On a successful Tag Team attack roll, both players roll damage and add their totals together to determine the combined damage, which is treated as coming from a single source. If the attacks deal different types of damage, the players choose which damage type to apply.

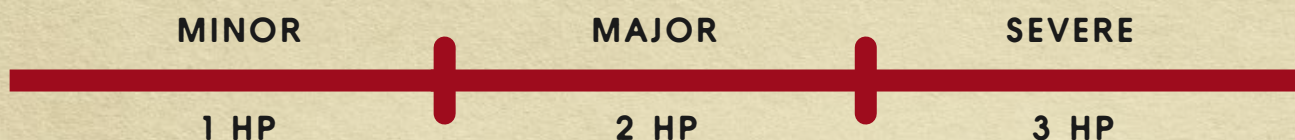
COMBAT

EVASION

Evasion represents your character's ability to avoid attacks and other unwanted effects. Any roll made to damage or affect you must meet or beat your Evasion score.

HIT POINTS (HP) & DAMAGE THRESHOLDS

HP represents your ability to withstand physical injury. When you take damage, you mark **1, 2, or 3 HP** based on the damage's severity threshold.



Damage Thresholds are calculated by adding your **Level** to an armor's listed thresholds.

When you mark your final HP, you immediately make a **Death Move**.

HP can be restored during **Downtime Moves** or via special abilities.

STRESS

Stress represents the mental, physical, and emotional strain your character can endure. You begin with 6 Stress, and this maximum can increase as you level up.

Stress may be spent to activate certain abilities, and the GM may require you to mark Stress as a consequence.

- IF YOU MUST MARK STRESS BUT CANNOT, MARK 1 HP INSTEAD.
- AT 0 STRESS, YOU ARE VULNERABLE.
- STRESS CAN ALSO BE CLEARED DURING DOWNTIME.

ATTACKING

To attack, make an Action Roll using either Strength, Agility, or Finesse against the current value of the DOOM'S DAY CLOCK.

If your total meets or beats the clock, the attack is successful.

WEAPON DAMAGE

Each weapon has an associated damage die and modifier. Your proficiency determines how many of those dice you roll.

EXAMPLE:

If your gun deals 1d6+6 and you have a Proficiency of 3, roll 3d6+6 and compare the total to the target's Damage Threshold.

SPELL DAMAGE

Each ability lists its damage roll.

Whenever an effect instructs you to deal damage using your Spellcasting Trait, roll a number of dice equal to your Spellcasting Trait.

CRITICAL DAMAGE

Roll damage as normal, then add the maximum possible result of the damage dice to the final total.

ARMOR

ARMOR SERVES TWO MAIN FUNCTIONS:

- **DAMAGE THRESHOLDS** – THESE DETERMINE HOW SEVERE AN INCOMING DAMAGE.
- **ARMOR SCORE** – THIS TELLS YOU HOW MANY ARMOR SLOTS YOU HAVE.

When you take damage, you may spend **1 Armor Slot** to reduce the severity of the damage by one threshold. You can only spend one Armor Slot per source of damage.

When unarmored, your character's base Armor Score is 1.

Your Major damage threshold is equal to your Level, and your Severe damage threshold is equal to twice your Level.

DAMAGE TYPES

There are two damage types: Physical (PHY) and Magic (MAG).

RESISTANCE, IMMUNITY, & DIRECT DAMAGE

- **Resistance:** If a target has Resistance to a damage type, they reduce incoming damage of that type by half before comparing it to their Hit Point Thresholds.
- **Immunity:** If a target has Immunity to a damage type, they ignore incoming damage of that type entirely.
- **Direct Damage:** Direct damage cannot be reduced by marking Armor Slots.

CONDITIONS

Conditions are effects that grant specific benefits or drawbacks to the target they're attached to. **BCA uses four standard conditions:**

HIDDEN

While you're out of sight from all enemies, you gain the Hidden condition – any rolls against you have disadvantage.

RESTRAINED

Restrained characters can't move – but they can still take actions from their current position.

VULNERABLE

When a creature is Vulnerable – all rolls targeting them have advantage.

JITTERS

Cannot use the Paradox class feature until removed.

TEMPORARY TAGS & SPECIAL CONDITIONS

The temporary tag denotes a condition or effect that the affected creature can clear by making a move against it. When a PC makes a move to clear a temporary condition or effect, it normally requires a successful Action Roll using an appropriate trait.

Special conditions are only cleared when specific requirements are met – such as completing a certain action or using a particular item.

MOVEMENT, RANGE, & ZONES

MOVEMENT

Movement is only tracked during combat and other dangerous situations. When you have the spotlight and take an action, you may move to a location within Close range as part of that action.

If you want to move farther than Close range, or move without taking an action, you must succeed on an Agility Roll to safely reposition yourself.

RANGE

Ranges translate fictional positioning into distance relative to your character's current location:

- **MELEE:** CLOSE ENOUGH TO PUNCH.
- **VERY CLOSE:** CLOSE ENOUGH TO SPIT.
- **CLOSE:** CLOSE ENOUGH TO MOVE TO.
- **FAR:** CLOSE ENOUGH TO SHOOT.
- **VERY FAR:** CLOSE ENOUGH TO SPOT.
- **OUT OF RANGE:** TOO FAR TO TARGET.

ZONES

Zones are areas of interest within the current landscape of the scene. Most scenes can be divided into multiple Zones, each with its own distinct resources, objectives, hazards, or interactive elements.

Zones are typically **Far** from one another and require an **Agility Roll** to move safely between them while in danger.

EXAMPLE ZONES:

Zone 1: A portal that summons 1d4 anomalies whenever the GM spends Fear. Players may attempt to disable the portal (Countdown 3).

Zone 2: Heavy bookshelves that provide cover. Gain +2 Evasion against attacks originating from Far range or beyond.

Zone 3: A bomb requiring defusal (Countdown 6). Each time you roll with Fear while attempting to defuse it, mark 1 Stress. Each time you Fail an action roll in this scene, tick it down 1. When triggered, a blackhole forms.

REST & DOWNTIME

Between conflicts, the party can take a rest to recover expended resources and deepen their bonds. During a rest, each PC can make up to **2 Downtime Moves**.

While traversing **TIME/SPACE** or exploring a Timeline, as long as no danger is present, the Agents can take a Short Rest. **After taking 3 Short Rests, your next rest must be a Long Rest.**

SHORT REST

A Short Rest lasts long enough for the party to catch its breath – about an hour of in-fiction time.

During a Short Rest, choose two of the following Downtime Moves:

- **TEND TO WOUNDS:** CLEAR 1D6 + TIER HIT POINTS FOR YOURSELF OR AN ALLY.
- **CLEAR STRESS:** CLEAR 1D6 + TIER STRESS.
- **REPAIR ARMOR:** CLEAR 1D6 + TIER ARMOR SLOTS FROM YOUR ARMOR OR AN ALLY'S ARMOR.
- **PREPARE:** DESCRIBE HOW YOU READY YOURSELF FOR THE PATH AHEAD – THEN GAIN 1 HOPE. IF YOU PREPARE WITH ONE OR MORE MEMBERS OF YOUR PARTY, EACH OF YOU GAINS 2 HOPE.

At the end of a **Short Rest**, any features or effects with a limited number of uses per rest refresh, and any effects that last until your next rest expire.

LONG REST

A Long Rest can only be taken within the safety of the **NEXUS**.

During a **Long Rest**, choose two of the following **Downtime Moves**:

- **TEND TO ALL WOUNDS:** CLEAR ALL HIT POINTS FOR YOURSELF OR AN ALLY.
- **CLEAR ALL STRESS:** CLEAR ALL STRESS.
- **REPAIR ALL ARMOR:** CLEAR ALL ARMOR SLOTS FROM YOUR ARMOR OR AN ALLY'S ARMOR.
- **PREPARE:** DESCRIBE HOW YOU READY YOURSELF FOR THE NEXT DAY'S WORK – THEN GAIN 1 HOPE. IF YOU PREPARE WITH ONE OR MORE MEMBERS OF YOUR PARTY, EACH OF YOU GAINS 2 HOPE.
- **WORK ON A PROJECT:** WITH GM APPROVAL, PURSUE A LONG-TERM PROJECT SUCH AS DECIPHERING AN ANCIENT TEXT OR CRAFTING A NEW WEAPON. THE FIRST TIME YOU START A NEW PROJECT, ASSIGN IT A COUNTDOWN. EACH TIME YOU MAKE THIS MOVE, YOU EITHER AUTOMATICALLY ADVANCE THE COUNTDOWN OR MAKE AN ACTION ROLL TO ADVANCE IT (GM'S CHOICE).

Sites of Power & class features can grant additional Downtime Moves.

INTERRUPTED RESTS

- **IF A SHORT REST IS INTERRUPTED** – SUCH AS BY AN ADVERSARY'S ATTACK – THE CHARACTERS GAIN NO BENEFITS.
- **IF A LONG REST IS INTERRUPTED** – THE CHARACTERS ONLY GAIN THE BENEFITS OF A SHORT REST.

DEATH & LEVELING

When a PC marks their last Hit Point, they must make a Death Move by choosing one of the following options:

Blaze of Glory: Your character embraces death and goes out in a blaze of glory – take one final action. It automatically critically succeeds (with GM approval) and then you cross through the Veil of Death.

Risk It All: Roll your Duality Dice. If the Hope Die is higher, your character stays on their feet and clears a number of Hit Points or Stress equal to the value of the Hope Die (you may divide the value between Hit Points and Stress however you prefer).

If the Fear Die is higher, your character crosses through the Veil of Death. If the Duality Dice show matching results, your character stays up and clears all Hit Points and Stress.

Avoid Death: Your character avoids death but faces consequences – they temporarily drop unconscious. Work with the GM to describe how the situation worsens. While unconscious, your character can't move or act, and they can't be targeted by attacks. They return to consciousness when an ally clears X or more of their marked Hit Points, or when the party finishes a Long Rest.

After falling unconscious, roll your Hope Die. If its value is equal to or less than your character's level, they gain a scar: permanently cross out a Hope slot and work with the GM to determine its lasting narrative impact and how – if possible – it can be restored. If you ever cross out your last Hope slot, your character's journey ends.

THIS IS THE ONE YOU WANT TO USE!

DEATHLOOP: When you die, you do not perish. Instead, your form fades from the **TIMELINE**, your temporal presence returning to the **NEXUS**. There, your essence reconstitutes through its multiversal tethers – like an egg in an incubator. **If your AGENT ID is returned to the NEXUS, a new variant of yourself steps through a nearby THRESHOLD.**

This variant is one level higher than your former self and possesses new **EXPERIENCES**. The variant may differ greatly (including ancestry) or only subtly. You retain your memories, though they feel faint and distant.

Each time you DEATHLOOP, a number of MERGER INCURSIONS appear in TIME/SPACE equal to your level at the time of death.

Additional level gains may occur through SITES OF FUNCTION or as narrative consequences of actions taken within TIMELINES.

THIS IS THE ONE YOU WANT TO USE!

LEVELING PROCEDURE

BCA has PC levels divided into tiers:

- Tier 1 encompasses level 1 only
- Tier 2 encompasses levels 2–5
- Tier 3 encompasses levels 6–9
- Tier 4 encompasses levels 10–14

Your tier affects your Damage Thresholds, Tier Achievements, and access to Advancements.

STEP ONE | TIER ACHIEVEMENTS

TAKE ANY APPLICABLE TIER ACHIEVEMENTS:

- At **level 2**, you gain a new Experience at +2 and permanently increase your Proficiency by 1.
- At **level 6**, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.
- At **level 10**, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.

STEP TWO | ADVANCEMENTS

Choose any **two advancements** with at least one unmarked slot from your tier or below. Options with multiple slots can be chosen more than once. When you choose an advancement, mark one of its slots.

- **Increase two unmarked character traits** and mark them: Choose two unmarked traits and gain a permanent +1 bonus to them. You can't increase these stats again until the next tier (when your tier achievement allows you to clear those marks).
- **Add Hit Point slots:** Permanently add 1 or more Hit Point slots – darken the outline of the next rectangle in the Hit Points section of your character sheet.
- **Add Stress slots:** Permanently add 1 or more Stress slots – darken the outline of the next rectangle in the Stress section of your character sheet.
- **Increase Experiences:** Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.
- **Take an additional domain card:** Choose an additional domain card at or below your level from your class's domains. If you've multiclassed, you may select a card at or below half your level from your chosen multiclass domain.
- **Increase Evasion:** Gain a permanent +1 bonus to your Evasion.
- **Upgrade subclass card:** Take the next card for your subclass. If you only have the foundation card, take a specialization; if you have a specialization, take a mastery.
- **Increase Proficiency:** Fill in one of the open circles in the Proficiency section, then increase your weapon's number of damage dice by 1. Note: The black box around this advancement's slots indicates you must spend two advancements and mark both Level-Up slots to take it.

STEP THREE | DAMAGE THRESHOLDS

Increase all Damage Thresholds by 1.

STEP FOUR | DOMAIN CARDS

Acquire a new domain card at your level or lower from one of your domains and add it to your Field Agent's Guide

EQUIPMENT

Your equipped weapons and armor are the ones listed in the "Active Weapons" and "Active Armor" sections of your character sheet.

Your character can only attack with weapons, benefit from armor, and gain features from items they have equipped.

PCs can carry up to two additional weapons in the "Inventory Weapon" areas of the character sheet. **You can swap an Inventory Weapon with an Active Weapon at no cost during a rest or moment of calm – otherwise, you must mark a Stress to do so.**

WEAPONS

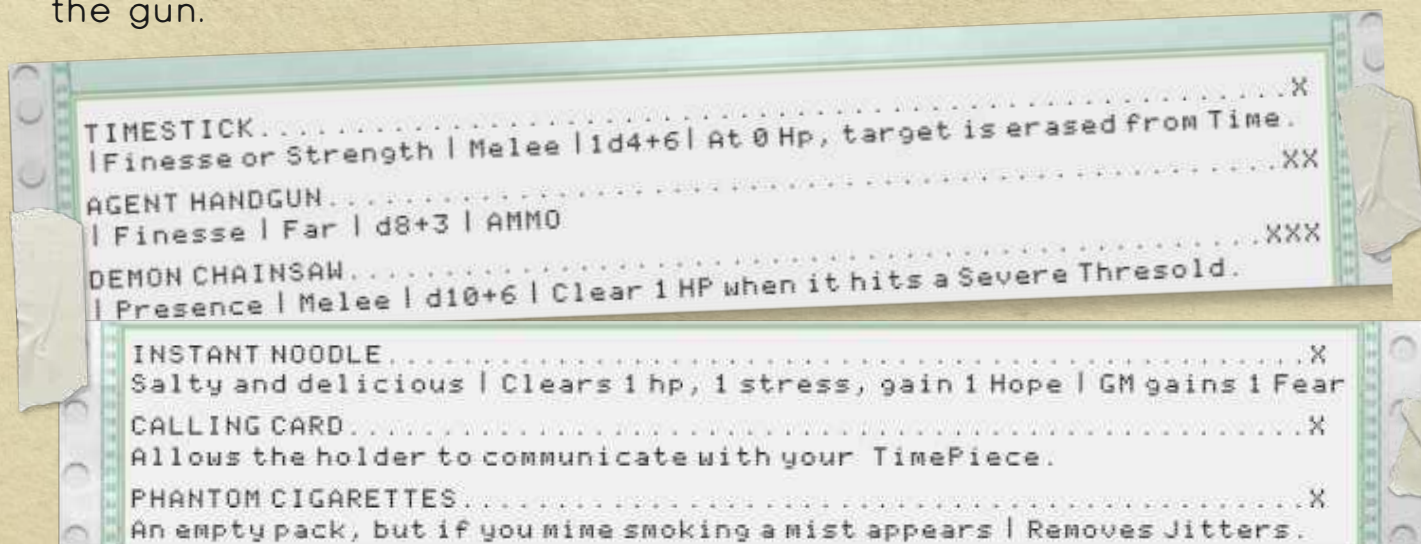
All weapons have a Tier, Trait, Range, Damage Die, and Burden. Some weapons also have a Feature.

GEAR TAGS

Recharge (x) – Spend x Hope to reset a device's functionality.

Broken – A condition gear can acquire as the result of a failed roll. Repair with a Knowledge 20 check. Quantum Mechanics have Advantage on this roll.

Ammo – If an attack fails with Fear, you must mark 1 Stress to reload the gun.



GM'S FIELD GUIDE

COUNTDOWNS

Countdowns represent a period of time or series of events preceding a future effect. A countdown begins at a starting value. When a countdown advances, it is reduced by 1. **The countdown's effect is triggered when it reaches 0.**

TRACKING

You can track countdowns by "spinning down" dice or ticking off boxes.

STANDARD COUNTDOWNS

Advance every time a player makes an Action Roll. If an adversary or environmental ability refers to a "Countdown (X)", it means a standard countdown with a starting value of X.

DYNAMIC COUNTDOWN

Advance by up to a set value depending on the outcomes of Action Rolls.

- **Consequence Countdowns:** Dynamic countdowns that lead to negative effects.
- **Progress Countdowns:** Dynamic countdowns that lead to positive effects.

ADVERSARIES

NAME

Each stat block has a unique name.

TIER

Each adversary is designed to oppose PCs of a specific tier.

TYPE

The adversary's type appears alongside their tier. An adversary's type represents the role they play in a conflict. Types include:

- **Bruisers** – tough; deliver powerful attacks.
- **Hordes** – groups of identical creatures acting together as a single unit.
- **Leaders** – command and summon other adversaries.
- **Minions** – easily dispatched but dangerous in numbers.
- **Ranged** – fragile in close encounters but deal high damage at range.
- **Skulks** – maneuver and exploit opportunities to ambush opponents.
- **Socials** – present challenges through conversation instead of combat.
- **Solos** – formidable challenges to a whole party, with or without support.
- **Standards** – representative of their fictional group.
- **Supports** – enhance allies and disrupt opponents.

DESCRIPTION

A summary of the adversary's appearance and demeanor.

MOTIVES & TACTICS

Suggested impulses, actions, and goals for the adversary.

DIFFICULTY

The Difficulty of any roll made against the adversary uses the current **DOOM'S DAY CLOCK** value.

DAMAGE THRESHOLDS, HIT POINTS, AND STRESS

These systems function the same way they do for PCs.

ATTACK MODIFIER

When the adversary attacks, roll a d20 and apply this bonus or penalty to their attack roll.

STANDARD ATTACK

A description of the adversary's primary mode of inflicting harm on the PCs.

FEATURES

There are three kinds of adversary features: **Actions, Reactions, and Passives**. Each adversary's Stress is tracked individually. If a feature requires the GM to spend Stress, the Stress must come from the adversary whose feature is being activated. If a feature has a Fear requirement, it must be spent in addition to any Fear already spent - for instance, to interrupt the PCs and put the spotlight on the adversary.

- **Actions** – a special attack or other unique action that the adversary can perform when the spotlight is on them.
- **Reactions** – special effects that trigger when their condition occurs, regardless of whether the spotlight is on the adversary.
- **Passives** – special abilities that remain in effect by default and require no resources or triggers to activate.

FEAR FEATURES

High-impact effects that cost a Fear to activate.

EXAMPLE ADVERSARY FEATURES

ACTIONS

- **Haymaker** – Action: Make an attack against a target within Very Close range. On a success, deal X direct physical damage.
- **Shredding Strike** – Action: Make an attack against a target within Very Close range. On a success, deal X physical damage and the target must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).
- **More Where That Came From** – Action: Summon three Lackeys who appear at Far range.

REACTIONS

- **Heavy Hitter** – Reaction: When this adversary deals damage with a standard attack, spend a Fear to gain a +X bonus to the damage roll.
- **Team-Up** – Reaction: When another adversary within Very Close range of this adversary deals X damage to a creature, mark a Stress to make a standard attack against that same creature. On a success, combine the damage.
- **Momentum** – Reaction: When this adversary makes a successful attack against a PC, gain a Fear.

PASSIVES

- **Horde (X)** – Passive: When the Horde has marked half or more of their HP, their standard attack deals X damage instead.
- **Minion (X)** – Passive: This adversary is defeated when they take any damage. For every X damage a PC deals to this adversary, defeat an additional Minion within range that the attack would succeed against.
- **Relentless (X)** – Passive: This adversary can be spotlighted up to X times per GM turn. Spend Fear as usual to spotlight them.

FEAR FEATURES

- **Explosion** – Action: Spend a Fear to erupt in a fiery explosion. Make an attack against all targets within Close range. Targets the adversary succeeds against take 1d8 magic damage and are knocked back to Far range.

IMPROVISED ADVERSARIES

ATTACK MODIFIER

- Tier 1: +1
- Tier 2: +2
- Tier 3: +3
- Tier 4: +4

DAMAGE DICE

- Tier 1: 1d6+2 to 1d12+4
- Tier 2: 2d6+3 to 2d12+4
- Tier 3: 3d8+3 to 3d12+5
- Tier 4: 4d8+10 to 4d12+15

DAMAGE THRESHOLDS

- Tier 1: Major 7 / Severe 12
- Tier 2: Major 10 / Severe 20
- Tier 3: Major 20 / Severe 32
- Tier 4: Major 25 / Severe 45

1 HP – Fodder and faceless goons. Defeated with a single successful hit.

3 HP – Named goon. Can be taken down in one big hit, but usually meant to take a few hits before going down.

5 HP – A credible threat. Good for a fight that lasts a few rounds. When in doubt, choose this.

8+ HP – Critical threats. Boss battles and other large set-piece encounters. Often paired with smaller threats and typically some kind of countdown.

STRESS TYPICALLY IS EQUAL TO THE ADVERSARIES HP.

ENVIRONMENTS

Environments represent everything in a scene beyond the PCs and adversaries, such as the physical space, background NPCs, and natural forces

NAME

The unique name of the environment stat block.

TIER

The PC tier the environment is designed to challenge.

TYPE

The type of scene the environment most easily supports:

- **Explorations** - wondrous locations with mysteries and marvels to discover
- **Socials** - locations that primarily present interpersonal challenges
- **Traversals** - dangerous locations where movement through and around the space itself is a challenge
- **Events** - special activities or occurrences rather than physical spaces

DESCRIPTION

An evocative one-line summary of the environment.

POTENTIAL ADVERSARIES

Suggested adversaries that might appear in scenes within the environment.

FEATURES

Features provide inspiration for GM moves you can use that represent the dynamic landscape or situation.

IMPROVISED DAMAGE

TIER 1 - 1d8 | TIER 2 - 2d8 | TIER 3 - 3d10 | TIER 4 - 4d10

CODEX DOMAIN



Book of Ava

Level 1 Codex Grimoire

Power Push: Spellcast roll vs a target in Melee; on success, knock them back to Far and deal d10 + 2 magic damage.

Tova's Armor: Spend a Hope to give a touched target +1 to Armor until their next rest or you cast it again.

Ice Spike: Spellcast (12) to summon a large ice spike at Far; if used as a weapon, roll against the target's Difficulty. On success, deal d6 physical damage.

Book of Illiat

Level 1 Codex Grimoire

Slumber: Spellcast vs a target in Very Close range; on success, they fall Asleep until they take damage or the GM spends a Fear to clear it.

Arcane Barrage: Once per rest, spend any number of Hope to shoot magical projectiles at a target in Close range. Roll a number of d6s equal to the Hope spent, and deal that much magic damage..

Telepathy: Spend a Hope to open a mental link to a visible target; lasts until your next rest or you cast Telepathy again.

Book of Tyfar

Level 1 Codex Grimoire

Wild Flame: Spellcast vs up to 3 adversaries in Melee. On success, each hit takes 2d6 magic damage and must mark a Stress as flames erupt.

Magic Hand: Conjure a magical hand (same size/strength as yours) within Far range.

Mysterious Mist: Spellcast (13) to create a thick fog in a stationary area within Very Close range; heavily obscures that area.

Book of Sitil

Level 2 Codex Grimoire

Adjust Appearance: Magically change your appearance and clothing to avoid recognition.

Parallela: Spend 2 Hope to cast on yourself or an ally in Close range. The next time that target makes an attack, they can also hit another target in range that their attack roll would succeed against. Only one creature can have this spell at a time.

Illusion: Spellcast (14). On success, create a visual illusion no larger than you within Close range that lasts as long as you look at it. It holds up to scrutiny until someone is within Melee range.

Book of Vagras

Level 2 Codex Grimoire

Runic Lock: Spellcast (15) on a closable object you touch (lock, chest, etc.). Once per rest, on success, you lock it so only chosen creatures can open it. Someone with magic and 1 hour of study can break it.

Arcane Door: If no adversaries are in Melee, make a Spellcast (13). On success, spend a Hope to open a portal from you to a visible point in Far range. The portal closes after one creature passes through.

Reveal: Spellcast. On success, reveal anything magically hidden within Close range.



Book of Korvax

Level 3 Codex Grimoire

Levitation: Spellcast to lift a visible target into the air and move them within Close range of their original position.

Recant: Spend a Hope to force a target in Melee range to make a Reaction Roll (15). On failure, they forget the last minute of your conversation.

Rune Circle: Mark a Stress to create a magical circle under you; all adversaries in or entering Melee range take $2d12 + 4$ magic damage and are knocked back to Very Close.

Book of Norai

Level 3 Codex Grimoire

Mystic Tether: Spellcast vs a target in Far range; on success, they are Restrained and must mark a Stress. If the target is flying, they are grounded.

Fireball: Spellcast vs a target in Very Far range; on success, hurl a fire sphere that explodes. All creatures within Very Close range must make a Reaction Roll (13). On failure, they take $d20 + 5$ magic damage; on success, half damage.

Book of Exota

Level 4 Codex Grimoire

Repudiate: Interrupt an ongoing magical effect. Make a Reaction Roll using your Spellcast trait. Once per rest, on success, the effect is stopped and its consequences are avoided.

Create Construct: Spend a Hope to animate a group of objects around you into a construct. Make a Spellcast Roll to command it. The construct shares your Evasion and traits; its attacks deal $2d10 + 3$ physical damage. Only one construct can exist; it disintegrates when it takes any damage.

Book of Gynn

Level 4 Codex Grimoire

Arcane Deflection: Once per long rest, spend a Hope to negate an attack targeting you or an ally within Very Close range.

Time Lock: Target an object in Far range; it stops in time until your next rest. If a creature tries to move it, you must make a Spellcast Roll against them to maintain the spell.

Wall of Flame: Spellcast (15). On success, create a wall of magical fire between two Far-range points. Creatures choose sides; passing through the wall deals $4d10 + 3$ magic damage.

Manifest Wall

Level 5 Codex Grimoire

Spellcast (15). Once per rest, on success, spend a Hope to create a magical wall between two points within Far range. The wall can be up to 50 feet tall and angled any way. Creatures or objects in its path are shunted to a side of your choice. The wall remains until your next rest or you cast it again.



Teleport

Level 5 Codex Grimoire

Once per long rest, teleport yourself and any number of willing targets within Close range to a place you've been before. Then make a Spellcast Roll (16) with a modifier depending on your familiarity with the destination:

- Know it very well: +3
- Visit frequently: +1
- Infrequently: +0
- Only been there once: -2

On success, you arrive as intended. On failure, you arrive off-course; the distance off course depends on the degree of failure.

Banish

Level 6 Codex Grimoire

Spellcast vs a target in Close range. On success, roll a number of d20s equal to your Spellcast trait. The target makes a Reaction Roll with Difficulty equal to your highest roll. If they succeed, they mark a Stress but aren't banished. If they fail (once per rest), they are banished from this realm. If the PCs roll with Fear, the Difficulty gets -1, and if the target succeeds on the new roll, they return from banishment.

Sigil of Retribution

Level 6 Codex Grimoire

Mark an adversary within Close range with a sigil of retribution; the GM gains a Fear. When the marked adversary deals damage to you or your allies, place a d8 on this card. You can hold up to a number of d8s equal to your level. Each time you successfully attack the marked target, roll all the dice on this card, add the total to your damage roll, then clear the dice. This ends if the adversary is defeated or you cast Sigil of Retribution again.

Book of Homet

Level 7 Codex Grimoire

Pass Through: Spellcast (13). Once per rest, on success, you and any creatures touching you pass through a wall or door within Close range. The effect ends when everyone is through.

Plane Gate: Spellcast (14). Once per long rest, on success, open a gateway to a location in another plane or dimension you've visited before. The gate lasts until your next rest.

Book of Vyola

Level 8 Codex Grimoire

Memory Delve: Spellcast vs a target within Far range. On success, peer into their mind and ask the GM a question; the GM describes relevant memories.

Shared Clarity: Once per long rest, spend a Hope to choose two willing creatures. When one of them would mark Stress, they choose which of the two marks it. This lasts until their next rest.



Safe Haven

Level 8 Codex Grimoire

Spend 2 Hope (when you have a few minutes of calm) to summon your Safe Haven - a large interdimensional home. A magical door appears within Close range; only creatures you choose can enter. Inside, you can make the entrance invisible, and anyone inside can always exit. Once you leave, you must summon the door again. When you take a rest inside, you can take an extra downtime move.

Book of Ronin

Level 9 Codex Grimoire

Transform: Spellcast (15) to turn into an inanimate object up to twice your size. You remain in that form until you take damage.

Eternal Enervation: Once per long rest, Spellcast vs a target in Close range. On success, they become permanently Vulnerable and can't remove that condition.

Disintegration Wave

Level 9 Codex Grimoire

Spellcast (18). Once per long rest, on success, the GM identifies which adversaries within Far range have a Difficulty of 18 or lower. Mark a Stress for each you want to target — those are instantly killed and can't return.

Book of Yarrow

Level 10 Codex Grimoire

Timejammer: Spellcast (18). On success, time stops for everyone in Far range except you. It resumes the next time you make an action roll targeting a creature.

Magic Immunity: Spend 5 Hope to become immune to magic damage until your next rest.

Transcendent Union

Level 10 Codex Grimoire

Once per long rest, spend 5 Hope to cast on two or more willing creatures. Until your next rest, when a connected creature would mark Stress or Hit Points, the group chooses who takes it.

MIDNIGHT DOMAIN



Pick and Pull

Level 1 Midnight Ability

You have advantage on action rolls to pick non-magical locks, disarm non-magical traps, or steal items from a target (either through stealth or by force).

Rain of Blades

Level 1 Midnight Spell

Spend a Hope to make a Spellcast Roll and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take d8+2 magic damage using your Proficiency.

Uncanny Disguise

Level 1 Midnight Spell

After a few minutes of preparation, mark a Stress to adopt the facade of any humanoid you can clearly picture. While disguised, you have advantage on Presence Rolls to avoid scrutiny. You place a number of tokens equal to your Spellcast trait on this card; when you act in disguise, you spend a token, and once the last token is spent, the disguise drops.

Midnight Spirit

Level 2 Midnight Spell

Spend a Hope to summon a humanoid-sized spirit that can move or carry things until your next rest. You can also command it to attack: make a Spellcast Roll vs a target in Very Far range, and on a success roll d6s equal to your Spellcast trait to deal magic damage. The spirit then dissipates. You can only maintain one spirit at a time.

Shadowbind

Level 2 Midnight Spell

Make a Spellcast Roll against all adversaries within Very Close range. Each target you succeed against is Restrained as their shadow binds them in place.

Chokehold

Level 3 Midnight Ability

If you position yourself behind a creature roughly your size, you can mark a Stress to pull them into a chokehold, temporarily making them Vulnerable.

Veil of Night

Level 3 Midnight Spell

Make a Spellcast Roll (DC 13). On success, create a temporary curtain of darkness between two points within Far range. Only you can see through it. You are considered Hidden to enemies on the other side, and attacks you make through the veil have advantage. The veil remains until you cast another spell.

MIDNIGHT DOMAIN



Stealth Expertise

Level 4 Midnight Ability

When you roll with Fear while trying to move unnoticed in a dangerous area, you can mark a Stress to roll with Hope instead. Also, if an ally within Close range is doing the same, you can mark a Stress to let them roll with Hope.

Glyph of Nightfall

Level 4 Midnight Spell

Make a Spellcast Roll against a target within Very Close range. On success, spend a Hope to conjure a dark glyph on their body that reveals weak points, temporarily reducing their Difficulty by a value equal to your Knowledge (minimum 1).

Hush

Level 5 Midnight Spell

Make a Spellcast Roll against a target within Close range. On success, spend a Hope to surround them with suppressive magic that silences everything within Very Close range of them. This silenced effect moves with them and lasts until either the GM spends a Fear to clear it, you cast Hush again, or you take major damage.

Phantom Retreat

Level 5 Midnight Spell

Spend a Hope to activate a "retreat point" where you stand. Before your next rest, spend another Hope to vanish from your current position and reappear at that retreat point. The spell ends once you reappear.

Dark Whispers

Level 6 Midnight Spell

Establish a mental connection with someone you've physically touched. After contact, you can mark a Stress to make a Spellcast Roll. On success, ask the GM one of: Where are they? What are they doing? What are they afraid of? What do they cherish most?

Mass Disguise

Level 6 Midnight Spell

With a few minutes of silence, mark a Stress to transform the appearance of all willing creatures within Close range. The new forms share the same general body structure and size, and can be someone you've seen or completely made up. A disguised creature has advantage on Presence Rolls to avoid scrutiny. The disguise lasts until a countdown (8) ends or the GM ends it.

Midnight-Touched

Level 7 Midnight Ability

When you have midnight domain cards in your loadout are from the midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can mark a Stress to add the result of your Fear Die to your damage roll.

MIDNIGHT DOMAIN



Vanishing Dodge

Level 7 Midnight Spell

When an attack against you that would deal physical damage fails, you can spend a Hope to vanish into shadow, become Hidden, and teleport to a point within Close range of the attacker. You remain Hidden until your next action roll.

Shadowhunter

Level 8 Midnight Ability

While you're in low light or darkness, you gain +1 to Evasion and make attack rolls with advantage.

Spellcharge

Level 8 Midnight Spell

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store up to a number of tokens equal to your Spellcast trait. When you make a successful attack, you can spend tokens: for each token spent, you add a d6 to your damage roll.

Night Terror

Level 9 Midnight Spell

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. Those targets make a Reaction Roll (DC 16). On a failure, they become Horrified and Vulnerable. You steal a number of Fear from the GM equal to the number of Horrified targets (up to the GM's Fear pool), roll that many d6s, and deal that much damage to each Horrified target. Discard the stolen Fear.

Twilight Toll

Level 9 Midnight Spell

Choose a target within Far range. When you succeed on an action roll against them that doesn't deal damage, place a token on this card. Later, when you do deal damage to that target, you can spend any number of tokens to add a d12 for each token to your damage. You can only hold Twilight Toll on one creature at a time.

Eclipse

Level 10 Midnight Spell

Make a Spellcast Roll (16). Once per long rest on a success, plunge the entire area within Far range into complete darkness; only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress. This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

Specter of the Dark

Level 10 Midnight Spell

Mark a Stress to become Spectral until you make an action roll targeting another creature. While Spectral, you're immune to physical damage and can float and pass through solid objects. Other creatures can still see you while you're in this form.



Bare Bones

Level 1 Valor Ability

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- Tier 1: 9/19
- Tier 2: 11/24
- Tier 3: 13/31
- Tier 4: 15/35

Forceful Push

Level 1 Valor Ability

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a d6 to your damage roll.

Additionally, you can spend a Hope to make them temporarily Vulnerable.

I Am Your Shield

Level 1 Valor Ability

When an ally within Very Close range would take damage, you can mark a Stress to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

Body Basher

Level 2 Valor Ability

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

Bold Presence

Level 2 Valor Ability

When you make a Presence Roll, you can spend a Hope to add your Strength to the roll. Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

CRITICAL INSPIRATION

Level 3 Valor Ability

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

Lean On Me

Level 3 Valor Ability

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.



Goad Them On

Level 4 Valor Ability

Describe how you taunt a target within Close range, then make a Presence Roll against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

Armorer

Level 5 Valor Ability

While you're wearing armor, gain a +1 bonus to your Armor Score. During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

Rousing Strike

Level 5 Valor Ability

Once per rest, when you critically succeed on an attack, you and allies who can see or hear you can clear a Hit Point or 1d4 Stress.

Inevitable

Level 6 Valor Ability

When you fail an action roll, your next action roll has advantage.

Rise Up

Level 6 Valor Ability

Gain a bonus to your Severe threshold equal to your Proficiency. When you mark 1 or more Hit Points from an attack, clear a Stress.

Shrug It Off

Level 7 Valor Ability

When you would take damage, you can mark a Stress to reduce the severity of the damage by one threshold. When you do, roll a d6. On a result of 3 or lower, this ability can't be used again until you Rest,

Valor-Touched

Level 7 Valor Ability

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

Once per long rest, mark 3 Stress to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

Spend 2 Hope to strike the ground where you stand and make a Strength Roll against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take 4d10+8 damage. Targets who succeed take half damage.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

When you deal damage to an adversary, you can mark a Stress and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

When you mark your last Hit Point, instead of making a death move, you can roll a d6 and clear a number of Hit Points equal to the result. Then you cannot use this card again till you rest.

When you would mark an Armor Slot, roll a number of d6s equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.

FEED THE MACHINE.
THE MACHINE.
MACHINE.



THIS IS NOT THE DIRECTOR
DO NOT SPEAK TO
THIS ENTITY



NAME []	HOPE								
PRONOUNS []	HOPE DIE SIZE	[]	FEAR DIE SIZE	[]					
HERITAGE []	DUAL DOMAINS	CODEx	MIDNIGHT	VALOR					
ROLE AGENT	DEPT []	CLEARANCE LEVEL []							
EVASION []	ARMOR []								

CURRENT VITAL STATISTICS CHECKLIST

MINOR DAMAGE		MAJOR DAMAGE		SEVERE DAMAGE
MARK 1 HP		MARK 2 HP		MARK 3 HP
HP				
STRESS				
HOPE FEATURE	SPEND 3 HOPE to increase either your HOPE or FEAR die by 1 size step, to a maximum of d12.			

AGILITY		STRENGTH		FINESSE		INSTINCT		PRESENCE		KNOWLEDGE	

CORE SELF-ACTUALIZATION EXPERIENCES

SPEND 1 HOPE		BONUS	
ACTIVE ARMOR		BONUS	
NAME		BONUS	
THRESHOLDS		BONUS	
BASE SCORE		BONUS	

ACTIVE WEAPONS & OFFENSIVE PROCEDURES

PRIMARY	NAME	RANGE	DMG	
	FEATURE			
SECONDARY	NAME	RANGE	DMG	
	FEATURE			

LIVING PARADOX

YOU CAN BEND CAUSALITY TO YOUR ADVANTAGE.

As an Action, you can create a situational advantage – a weapon, a key, or a duffel bag filled with cash.

As a Reaction, you can alter the outcome of an action roll one step in your favor

(failure w/ fear → failure w/ hope → success w/ fear → success w/ hope → critical success).

Each time you create a PARADOX, reduce your Hope Die by one size step.

(d12 → d10 → d8 → d6 → d4 → d0)

If you roll and your Hope Die is d0, increase the DOOM'S DAY CLOCK by 1.



DEATHLOOP

WHEN YOU DIE, YOU DO NOT PERISH.

Instead, your form fades from the TIMELINE, your temporal presence returning to the NEXUS. There, your essence reconstitutes through its multiversal tethers – like an egg in an incubator.

When your AGENT ID is returned to the NEXUS, a new variant of yourself steps through a nearby THRESHOLD. This version is one level higher than your former self and possesses new EXPERIENCES.

The variant may differ greatly (including ancestry) or only subtly. You retain your memories, though they feel faint and distant. Additional level gains may occur through SITES OF FUNCTION or by finding ANACHRONISMS.

Desk Jockeys favor **Prescience**
Field Agents favor **Finesse**
Broken Clocks favor **Instinct**
Quantum Mechanics favor **Knowledge**

Agent Handgun | Finesse | Far | d8+3

- o **AMMO:** Fail with Fear = out of ammo, must mark 1 Stress to reload.

TimeStick | Strength | Melee | d4+6

- o **REDACT:** At 0 Hp, target is erased from Time/Space.

BCA Windbreaker | Threshold 10 / 14 | 2

- **TACHYON ARMOR:** When you you roll a crit, restore an Armor Slot

NAME

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WARE-N-TARE HOUSE
STORAGE

THE WELLNESS ANNEX
SOUL REALIGNMENT

THE TIME MAP
A MAP OF TIME/SPACE

TACHYON DECONTAMINATION
TIME SCRUBBERS

THE BARRACKS
RECRUIT AGENTS

THE HANGER
TIME VEHICLES

THE WORKSHOP
MAKE NEW TECH

THE HALL OF JUDGMENT
THE TIME TRIALS

QUANTUM REFINEMENT
REPAIRS DICE

SERVER ROOM & TERMINAL
UNLOCKS C.L.O.C.

THE ARCHIVES
RESEARCH SUBJECTS

LIMBO SPACE
ENDLESS POTENTIAL

THE LAST ROOM
THE LAST ROOM

THE BCA CAFETERIA
DEVILED EGGS

CONFERENCE ROOM
START HERE

THE ARMORY
UNLOCK NEW KITS

THE PANOPTICON
HOLDING CELLS

THE RITUAL CHAMBER
SACRIFICIAL ROOM

RECEPTION & MAIL ROOM
DELIVER PARCELS

THE WATCHTOWER
LOCATE THRESHOLDS

INFORMATION INQUISITION & EXTRACTION

THE SINGULARITY ENGINE
MAKE BLACKHOLES

IT THAT DREAMS REALITY
DO NOT WAKE

THE TIME THEATER
VIEW TIMELINES

DEJA VU GENERATOR
CREATE PARADOXES

THE TIME POOL
WAVES OF ETERNITY

THE VOID
DO NOT ENTER

OPTICS & DESIGN
TIME/SPACE R&D

DNGN DONUTS EXPRESS
COFFEE & DONUTS

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

TIER 3

